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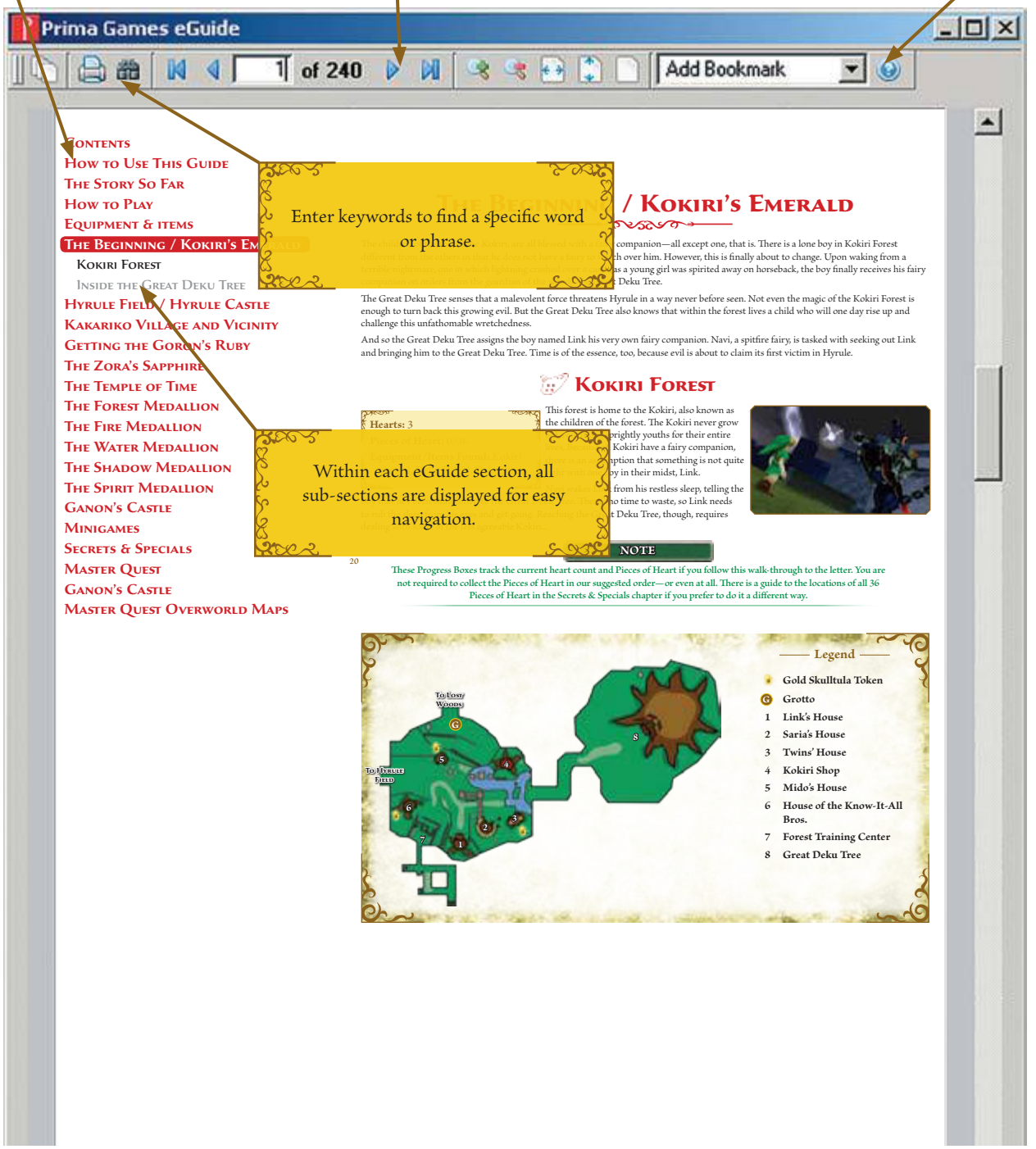
How To Use This Guide

This *Zelda* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Zelda* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

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How to Use This Guide

Welcome back to *The Legend of Zelda™: Ocarina of Time™ 3D*, widely considered to be one of the greatest video games of all time. And now it's on the Nintendo 3DS with significantly upgraded visuals (with 3D, of course), plus new features like motion controls and hint movies. Boss Challenge and Master Quest offer an entirely new set of challenges to experienced players.

But first, what's in this guide? Well, everything! We give you a full walk-through for the main adventure, complete with maps. We also reveal the locations of secret Pieces of Heart, Gold Skulltula Tokens, and more. If it's in the game, it's in this guide—including walk-throughs for the tough new Master Quest dungeons.



Chapter 1: The Story So Far
Nothing short of the fate of Hyrule is in the balance in one of Link's greatest adventures. Meet the main cast and learn what features are new for the Nintendo 3DS edition.



Chapter 2: How to Play
Before striking out into Hyrule, study up on combat tips and tricks, the many uses of the ocarina, and how the Touch Screen completely changes how you manage Link's inventory. (Hint: It's much easier!)



Chapter 3: Equipment & Items
Link cannot stop the King of Evil with his bare hands. Learn about all of Link's equipment, such as weapons and special tunics. All of Link's items are detailed here, too, such as magic arrows and potions. A checklist helps you keep track of what items you can acquire and when.



Chapter 4: Walk-through
The entirety of Link's adventure—from his humble origins in Kokiri Forest to his final showdown against the King of Evil—is laid out here. Dungeon maps reveal every secret. Boss-battle tips help you not just survive but succeed. Enemies are detailed as you encounter them. If it's essential to saving Hyrule, it's here.



Chapter 5: Minigame Guide
Minigames that are not essential to the primary adventure are detailed here, complete with strategies for completing them and getting top prizes.



Chapter 6: Secrets & Specials
There are so many cool things to quest for in Hyrule. Special-item locations are revealed here, such as Pieces of Heart and Gold Skulltula Tokens. The mask-trading side quest and the Biggoron's Sword trading sequence are joined by Big Poe locations, bottle locations, and a map of all the Magic Bean soil spots. Great Fairy Fountain locations? We've got those here, too!



Chapter 7: Master Quest Dungeons
The Master Quest mirrors Hyrule and remixes the dungeons, upping the challenge and changing puzzles. Walk-throughs for all of the Master Quest dungeons are detailed here.

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The Story So Far

Before there was Hyrule, there was the Triforce. And before there was the Triforce, there were the three great goddesses.

Din, goddess of power. Nayru, goddess of wisdom. Farore, goddess of courage.

Together, these three crafted the world and all life within it. Before fading back into the cosmos, the goddesses forged a covenant with their newly created world. They called this token the Triforce, a nine-sided symbol that guaranteed safety for the world for as long as it existed.

But things of such power draw dangerous desires. And while many respected and cherished the bond of the Triforce, there were others who wanted to seize it and use it for their own wicked purposes. It has been said that throughout the centuries, a strain of truly evil beings have moved on the Triforce. And with each challenge, a hero has risen to protect it.

The kingdom of Hyrule, a prosperous kingdom, has long benefitted from the protection of the Triforce. But a traitor to Hyrule, a thief from the east, is threatening to destroy peace. His terrible plot must be extinguished, but it will require a hero to awaken.



That hero is unaware he is being called. He is Link, a young boy who lives in the forest among the Kokiri. He is different from the other Kokiri in that he lacks a guardian fairy. He is also suffering a string of vicious nightmares.



In his dreams, he sees a rider on horseback, spiriting away a terrified girl. Lighting crashes over castle towers. And then another rider, equally grim, turns his gaze on Link. At that moment, the boy shoots awake in his bed.

Link may have thought these were just dreams. But they are harbingers of a threat against Hyrule and what will happen if this boy does not answer the call.

The Main Cast

Link

Destiny doesn't ask for permission.

Young Link finds this out the hard way. Raised in the peaceful Kokiri village, Link has no knowledge of the great history of Hyrule. But he soon becomes a central figure in the greatest threat Hyrule has ever faced. To save the world, Link would has to not only brave the dangers of the world beyond Kokiri Forest, but also wrinkle time itself and find out what kind of man he could become.

Navi

Link did not have a fairy guardian of his own, but the Great Deku Tree assigns Navi to assist the young hero in his quest to save Hyrule. As they adventure together, Navi will often assist Link by pointing out objects of interest or offering useful hints about the challenges ahead. The pair will remain almost inseparable for the majority of the quest.

Princess Zelda

Forever connected to Link, Princess Zelda is the daughter of the benevolent king of Hyrule. She, too, has been enduring strange dreams. However, in her visions, she sees the coming hero of Hyrule, Link. Though she is in great danger, Zelda offers assistance to Link in many ways, including timeless friendship.

Ganondorf

Legends tell of a great monster named Ganon that has threatened Hyrule at different points in history. Ganondorf, though, does not look like previous incarnations of Ganon. Are they one and the same? Or does evil move through the veins of this charming man known as the King of the Gerudo, a great people to the east of Hyrule?

What's New on Nintendo 3DS?

The Nintendo 3DS edition of *The Legend of Zelda: Ocarina of Time* comes with many upgrades and new features. The most obvious, of course, is that now you can experience one of Link's greatest adventures in 3D. However, there's much more:

- **Use the lower screen for easy inventory and item management. We'll go over this more in the next chapter, but you can assign two objects to virtual buttons so you can quickly access up to four equipped items.**
- **Aim projectile weapons with the new gyroscope controls. Now you can line up precision shots by tilting and turning the Nintendo 3DS.**
- **Special new Sheikah Stones now offer hints and tips in the form of movies so you never get lost. These movies show you what to do next in Link's quest.**
- **After beating a boss, you can replay the battle in Boss Challenge. Detailed further in the Secrets & Specials chapter, this new mode lets you challenge all of the bosses one at a time or in a gauntlet. Can you survive?**
- **Finally, the Master Quest. The Master Quest is a remixed version of *Ocarina of Time*. The world is mirrored, dungeon puzzles are adjusted, and enemies are more challenging. Some collectibles are in different places. If you think you've seen all there is to see in *Ocarina of Time*, just wait until you try the Master Quest!**

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How to Play

Only a hero with great skill and derring-do can save Hyrule from doom at the hands of the King of Evil. Without proper training, you will struggle against the monsters threatening the realm. You will miss important items. You may not see every corner of Hyrule.

That simply cannot happen. So read this chapter to get a full view of everything you need to know before waking up in Kokiri Forest and starting out on your great adventure.

Hero School

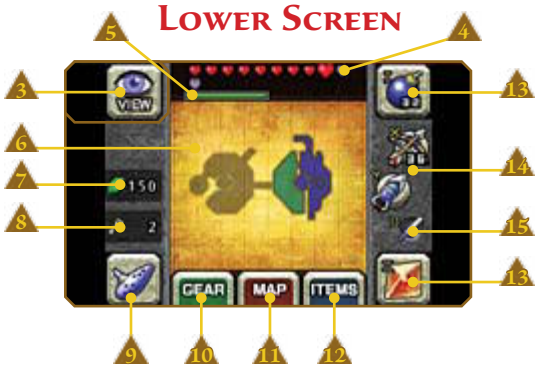
Upper Screen



The upper screen on your Nintendo 3DS is where the primary action takes place. Here you see Link as you explore Hyrule, engage enemies, and search high and low for secrets. Here are all of the elements of the upper screen:

1. Minimap: This map shows the current area when you are out in Hyrule and the current room when you are in a dungeon.
2. Ⓐ: This button has many different uses depending on your current situation. When you're in front of a treasure chest, for example, it opens the chest. When you're next to a person, it initiates a conversation.

Lower Screen



The lower screen of the Nintendo 3DS allows you see a fuller map, plus easily manage your inventory, equip items or gear, and monitor your current condition.

3. View: Go into first-person view. Use movement or the Circle Pad to look around.
4. Hearts: Your current health.
5. Magic: Your current magic supply.
6. Map: As you explore more of Hyrule, the map here expands. When in a dungeon, the map shows explored rooms.
7. Rupees: Current Rupee count.
8. Keys: Number of keys collected (dungeons only).
9. Ocarina: This activates the ocarina, allowing you to play songs.
10. Gear: View the Gear subscreen.
11. Map: View the Map subscreen.
12. Items: View the Items subscreen.
13. I & II Buttons: These virtual buttons allow you to equip items. With these virtual buttons in addition to Ⓧ and Ⓨ, you can equip four items.
14. Ⓧ & Ⓨ: This shows which items are currently mapped to Ⓧ and Ⓨ.
15. Ⓑ: Current equipped weapon.

Gear



This screen displays your current gear collection. Here is where you equip different weapons, tunics, and shields. You can also monitor the quest items you collect and the number of Pieces of Heart acquired. To equip items like the Lens of Truth or Boomerang, use the Items subscreen.

Items



Items can be equipped to the four action buttons, including the virtual I & II buttons. The Fairy Bow, Fairy Slingshot, Hookshot, Hover Boots, Bombchu...they all appear here. Just tap the item and then the button you wish to assign it to.

NOTE

When you collect magic arrows, double-tap the Fairy Bow on this screen to bring up a submenu for selecting which type of arrow you wish to use.

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Map



When you select the map tab on the lower screen, you can see an overview of your surroundings. When you are in a dungeon, the entire map is filled in when you locate the Dungeon Map. The Dungeon Map also shows your current location by making it flash on the map. The Compass shows specific locations of treasure chests and other things hidden in the dungeon. The buttons on the right side of the screen let you scroll through the different floors of a dungeon.



When in the main world, tap a location on the map to see a closer view of that area on the upper screen.

I & II Buttons

To make it easier to use collected items, you now have access to a pair of additional buttons on the lower screen: I & II. These are conveniently placed next to Ⓐ, Ⓑ, Ⓧ, and Ⓨ on the Nintendo 3DS, so it's easy to reach over and tap them. Having four item slots makes solving puzzles easier, especially in the temples and dungeons where you must use acquired items on a regular basis.

Movement & Usage

A hero needs to know how to get around the kingdom efficiently and expediently. As you can imagine, you move with the Circle Pad. But many of your other important moves and actions require the use of buttons.

Jumping



There is no jump button. Instead just run toward a ledge, and you automatically jump. If there is another ledge close enough to you, you either land on it or grab the edge and pull yourself up.

TIP

The faster you're running, the farther you leap.

TIP

If you miss a ledge and take a long tumble, press up on the Circle Pad before you land to roll and prevent taking damage.

Sidestepping & Peeking



Need to peer around a corner or sidestep an incoming attack? Hold L to lock the camera, and then use the Circle Pad to move around.

Swimming & Diving



You are a fairly adept swimmer. Just step into the water, and when you're over waist deep, you start to swim around. To dive, press Ⓐ. Your initial dives are fairly shallow. Collect the Silver Scale and Golden Scale to dive deeper and find special passages and hidden items.

Climbing



To ascend a textured wall, such as vines or bricks, just press up into it and you automatically start climbing. To climb objects like crates and blocks, press up into the object and then press Ⓐ.

Grabbing & Opening



When you are near something you can open, such as a treasure chest, Ⓐ is used. Ⓐ also lets you grab things, such as Cuccos or Bomb Flowers. When the Action Icon shows Grab, you pick up the object. Pressing Ⓐ again releases it. If you're running, you throw the item directly ahead of you. If you're standing still, you calmly set the item back down in front of you.

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Pushing & Pulling



Some boxes and blocks can be pushed or pulled. To do so, press the Circle Pad into the block and then use Ⓐ to grab it. Now either press forward or back on the Circle Pad to push or pull. When you release Ⓐ, you release the object and no longer move it.

NOTE

Some blocks are so large that you need special items, such as Silver Gauntlets, to move them.

Talking



When you are near a person, use Ⓐ to talk to them. In certain situations, you have to talk to somebody who's not next to you. Use L to target the person, and then press Ⓐ to start the conversation. Use Ⓐ to advance the dialogue.

Putting Away

Ⓐ can also be used to put items away when you are standing still. For example, when you are holding a Deku Stick and come to a stop, pressing Ⓐ returns the stick to your inventory.

Combat



Unfortunately, Hyrule recently became a dangerous place. You must brandish your sword to protect yourself from danger, including a menagerie of monsters unleashed by the King of Evil himself. When you begin your adventure, you soon gain access to the trusty Kokiri Sword, which will serve you well—up to a point. As you mature into the hero you are meant to be, you must seek out more powerful blades.

Sword Attacks



Your sword is assigned to Ⓑ. When you press this button, you strike directly in front of you. However, you must know and master multiple variations on a basic sword swipe if you want to bring down some of the most fearsome monsters in Hyrule.

Jump Attack: Press L + Ⓐ. Jump Attacks are one of your most powerful attacks, because you leap into an enemy with tremendous force. You are exposed while performing this attack, but the extra power may end the battle before it even begins.

Slice: Press Ⓑ. This is your basic sword strike.

Cut: Press Ⓑ + Ⓑ + Ⓑ. Repeatedly attacking with Ⓑ initiates a basic combo as you slash back and forth, hacking away at the enemy in front of you.

Chop: Press L + Ⓑ. Targeting while attacking unleashes a direct attack that is sure to find its mark. Your enemy may put up its defenses, but you will not miss.

Stab: Press L + toward enemy + Ⓑ. This lunging attack is great for getting under defenses or delivering a lightning-fast targeted strike. As with the Jump Attack, though, you are temporarily exposed.

Spin Attack: Hold Ⓑ (then release). Spin Attacks are good for crowd control. At first, you have a limited spin attack unleashed by just making a circle with the Circle Pad and pressing Ⓑ. But when you unlock the Spin Attack via a Great Fairy Fountain, holding Ⓑ and releasing it unleashes a powerful attack that damages everything around you. However, this attack does consume magic power.

CAUTION

Some weapons, such as the Megaton Hammer or Biggoron's Sword, require two hands. You cannot use a shield while brandishing these weapons.

L-Targeting



Locking on to an enemy is as easy as looking at it and pressing L. This paints a yellow reticle on your immediate target and fixes your look on it. Even as the camera moves or your enemy moves, you move with it, keeping it in your sights. To release the lock, just let go of L.



L-Targeting also works with projectile weapons, such as the Fairy Bow or Fairy Slingshot. The range of L-Targeting with a projectile weapon is greater, so it doesn't "break" if you move far away. This is a great method for making sure you never miss with a ranged weapon, although there are many occasions when you need to line up your own shots in first-person view.

The only downfall of L-Targeting? With your look focused, you are vulnerable from the sides and rear.

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Rolling



Whether you want to avoid an attack or just get away, rolling by pressing up on the Circle Pad + Ⓐ is a good move to memorize. It gets you out of tricky spots and prevents you from taking damage when you fall.

Backflips



Shielding is a good way to deflect a blow, but performing a backflip (back on Circle Pad + Ⓐ) avoids a close-range attack altogether and leaves you in a good position to immediately counterattack. Try mixing a backflip with a stab!

Shield



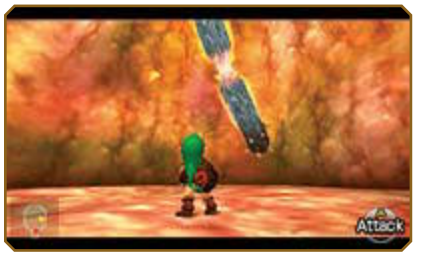
Your shield, once acquired, is mapped to [R]. Press the button to quickly use your shield, or hold it to keep the shield up. Your shield will deflect attacks, both ranged and melee. However, there are some important limitations:

- When you are a child, you cannot hold the Hylian Shield upright—it's too heavy. All Link can do is hide under it. Try the lighter Deku Shield to properly defend yourself.
- The Deku Shield burns up if it's touched by fire.
- Some shields will neutralize the elemental properties of an enemy, such as an Ice Keese.



When holding your shield, you can move it around to deflect a particular attack or bounce a projectile back at an attacker. Just hold down [L] to enter a defensive stance behind the shield, and use the Circle Pad to position the shield.

Ranged Weapons



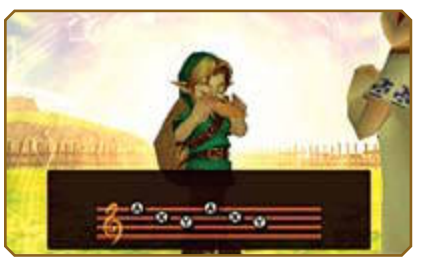


As you explore Hyrule, you will discover ranged weapons, such as a Boomerang, slingshot, and bow. These are critical items to use in battle with enemies—especially with those you cannot risk engaging in close-quarters battle. These weapons are assigned to I, II, Ⓧ, or Ⓨ. Just pressing the button releases a shot in the direction you're looking. Press and hold to enter first-person view. Now, keep the button held while aiming, and then release to let fly with a shot. Press either Ⓐ or Ⓑ to exit first-person view.



Though you can aim with the Circle Pad at all times, use the Nintendo 3DS motion sensor for precision aiming. When you can aim with tilt controls, a small icon of the Nintendo 3DS with four arrows appears in the upper-right corner of the upper screen. Now tilt the Nintendo 3DS to line up a perfect shot. With these new motion controls, you'll rarely miss!

Ocarina



Very early in your travels, you are gifted with the Fairy Ocarina. This magical instrument allows you to play special songs that have wondrous effects on the world, such as teleporting you to different destinations, changing the weather, and calling upon the sacred friendship you have with Princess Zelda.

As you quest, you learn new songs. After learning a song, you can play it at any time—although it may not have any real effect if the song's powers cannot be used at that given moment.

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To play the ocarina, just tap the ocarina button on the bottom screen. This brings up a model of the ocarina on the lower screen. There are five notes, each assigned to a different button. Some songs just have a handful of notes; others have eight notes. If you ever forget a song, just tap the musical notes in the lower-right corner to bring up a song list.

NOTE

Even if you know the notes of an ocarina song, you cannot play it and enjoy its effects before actually learning it during your adventure.

Song List

Zelda's Lullaby
X, A, Y, X, A, Y

Play the royal song to unleash its powerful magic.

Epona's Song
A, X, Y, A, X, Y

Call upon Epona, your loyal 10 horse.

Saria's Song
R, Y, X, R, Y, X

Communicate with Saria, your childhood friend.

Sun's Song
Y, R, A, Y, R, A

Cycle through day and night.

Song of Time
Y, L, R, Y, L, R

Perform amazing feats with special time blocks.

Song of Storms
L, R, A, L, R, A

Call down the power of the weather.

Minuet of Forest
L, A, X, Y, X, Y

Instantly warp to the Sacred Forest Meadow.

Bolero of Fire
R, L, R, L, Y, R, Y, R

Instantly warp to the Death Mountain Crater.

Serenade of Water
L, R, Y, Y, X

Instantly warp to Lake Hylia.

Requiem of Spirit
L, R, L, Y, R, L

Instantly warp to the Desert Colossus.

Nocturne of Shadow
X, Y, Y, L, X, Y, R

Instantly warp to the Graveyard.

Prelude of Light
A, Y, A, Y, X, A

Instantly warp to the Temple of Time.

Scarecrow's Song

There is an extra tune for the ocarina, but you get to make it up yourself. When you meet the scarecrows at Lake Hylia, you play your own eight-note song. The scarecrows then remember this song. Later in your adventure, play the song back in special areas to make the scarecrow Pierre appear, which helps you access secret areas and hard-to-reach ledges. Make sure you remember your eight-note song because it is not cataloged in the ocarina song list!

Exploring Hyrule

Look Everywhere



Leave no stone unturned in Hyrule. There are often secrets right under your feet and around any given corner. Pick up stones and slice through grass to earn Rupees and find Recovery Hearts. Bomb cracked walls. Shatter jars. Sure, it sounds like mayhem, but poking around reveals so many goodies and treasures that you have no reason not to be nosy. Of course, we'll tell you exactly where to find all of the important items and secrets, but take it from us—break, cut, throw. It's fun and profitable in Hyrule!

Listen to Navi



When you wake in Kokiri Forest at the beginning of your adventure, you are assigned a fairy companion named Navi. Navi is a constant companion, flitting about wherever you go. For such a tiny little thing, she is an enormous asset. Navi can tell you all about enemies, warn you of incoming dangers, and hint at secrets.



If you ever see Navi turn green and flutter around something, she's trying to tell you something. Listen!

Day and Night





The sun and moon arc over Hyrule just like our world—although they do so a little faster. Certain things only happen at specific times during the day. Monsters only come out at night in Hyrule Field, for example. In Hyrule Castle Town Market, some shops are open only during the day. A song for the ocarina cycles day and night, allowing you to speed up time to achieve certain goals faster, like hatching an egg or making a Gold Skulltula appear.

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NOTE

When you are in a town or a house, time stands still.

Treasure Chests



While exploring the many dungeons and temples in Hyrule, always be on the lookout for treasure chests. Large treasure chests contain important items, such as new equipment and items. Small chests often contain keys, ammunition for ranged weapons, and Recovery Hearts. Open every chest that you find.

Fountains & Fairies



Fairies are not just for luck—they possess magical healing powers. When you come into contact with a fairy, all of your health is replenished. So it's important to seek out fountains where you find lots of fairies, as well as lone fairies hiding in jars.

NOTE

When you find your first bottle, you can collect fairies. This is extremely important because if you ever run out of hearts, a bottled fairy refills your health and puts you right back in the fight.

TIP

The Secrets & Specials chapter gives you the exact location of all Fairy Fountains as well as the means of revealing their entrances.

Ride Epona



When you are a child, you encounter a beautiful horse at Lon Lon Ranch named Epona. You are too small to ride her at this time, but forging a relationship with the horse pays off handsomely when you grow up. As an adult, reunite with Epona so you can ride her around Hyrule. Not only does this save time, but it's just cool to spend time with this graceful animal.

NOTE

To make Epona go faster, press Ⓐ while riding to feed her carrots. You only have six carrots, but they replenish over time.

Gossip Stones



Through Hyrule, you encounter strange stones with an all-seeing eye. At first, they only tell you the time when you strike them with your sword. How bizarre. But, if you play Zelda's Lullaby for a Gossip Stone, you reveal a fairy.

NOTE

Once you have the Mask of Truth, Gossip Stones turn quite chatty. Check out the Secrets & Specials chapter for more details.

Secret Grottoes & the Shard of Agony



Across Hyrule are special grottoes hidden from sight, revealed only when you have special items, like bombs, the Megaton Hammer, and more. When you use one of these items in special places, you discover the entrance to a secret grotto. These little spots offer all sorts of neat things, like cows you can milk for health power-ups and Business Scrubs that sell items.



We've marked secret grottoes on all of our maps, and the Secrets & Specials chapter gives a detailed rundown on what you can expect to find in each location. However, if you collect enough Gold Skulltula Tokens and return them to the sorrowful House of Skulltula in Kakariko Village, you earn the Shard of Agony. This crystal chimes when you are close to a secret grotto!

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Sheikah Stones



Special new Sheikah Stones now offer hints and tips in the form of movies so you never get lost. These movies show you what to do next in Link's quest. When you find a Sheikah Stone, crawl into it to browse the list of available movies.

Travel through Time



This should come as no surprise, but you manipulate the flow of time in your adventure, experiencing Hyrule as both a child and an adult. At different ages, you are capable of different things. For example, whereas child Link can slip through tiny crawl spaces, he cannot ride Epona. Certain items are only available to specific ages, too. The Megaton Hammer is entirely too heavy for child Link, but the Fairy Slingshot is too small for adult Link.

NOTE

Throughout the walk-through, we introduce you to a host of time-specific activities and explain their restrictions.

Map of Hyrule

Behold, the majesty of Hyrule. Created eons ago by the same trio of goddesses who also formed the sacred Triforce, Hyrule is a place of wonder. From the intimidating peak of Death Mountain to the lush prairies of Hyrule Field, there is no such thing as a boring sight in this magical world.



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Equipment & items

Equipment

To complete his quest to thwart the King of Evil and his sinister plot to control Hyrule, Link needs to take up arms. Link can use swords, shields, boots, and more to bolster his chances. Many things can be upgraded multiple times, too, such as wallets that hold Rupees (the coin of the realm) and Bomb Bags.

Link's Swords

Kokiri Sword

Location: Kokiri Forest



The Kokiri Sword is Link's very first blade. It's one of the treasures of the Kokiri and thus hidden within the village. The sword isn't terribly large, but it's the perfect size for child Link. However, even if the sword itself is a tad small, it's still powerful enough to put the hurt on the many nasties of Hyrule, such as Deku Baba and Keese.

Master Sword

Location: Temple of Time



The legendary Master Sword is one of the great threads that connects all adventures in Hyrule. According to legend, the Master Sword is the only weapon that can defeat the King of Evil.

The Master Sword is larger and more powerful than the Kokiri Sword, making it ideal for adult Link. This blade is located in the Temple of Time, locked behind a door that can only be opened after Link collects the three Spiritual Stones.

Biggoron's Sword

Location: Death Mountain



Though the Master Sword is the only weapon that can bring down the King of Evil, Biggoron's Sword is actually the most powerful blade Link can use in his adventure. Biggoron's Sword requires two hands, so Link cannot use his shield while brandishing this blade. However, the considerable extra damage dealt by Biggoron's Sword can end a fight faster, making a shield less necessary.

Biggoron's Sword is the reward for completing a trading minigame that sends Link crisscrossing across Hyrule on a series of errands. However, Biggoron's Sword is well worth the effort, especially against some of the tougher dungeon bosses.

Link's Shields

Deku Shield

Location: Kokiri Forest



The very first shield Link finds is the Deku Shield, located in the Kokiri village. Though the shield is rather small, it's still effective at repelling some attacks, such as projectiles from Deku Scrubs. The Deku Shield is made of wood, though, so it will burn up if Link attempts to use it when fighting a fire-based enemy or if he stumbles into lava.

If you lose the Deku Shield, don't fret. You can always buy a replacement in shops or from some of the Business Scrubs in secret grottoes. Deku Shields cost 40 Rupees.

Hylian Shield

Location: Purchase in shops / Graveyard (free)



The Hylian Shield is a significant upgrade from the Deku Shield. Because it's made of metal, it's much heavier and child Link cannot wield it in a single hand. When child Link uses the Hylian Shield, he ducks beneath it and cannot move. Adult Link, however, is strong enough to use it in a fight and still move around while slashing with a sword.

The Hylian Shield typically costs 80 Rupees in shops around Hyrule. However, you can score a free Hylian Shield in the graveyard behind Kakariko Village.

Mirror Shield

Location: Spirit Temple



The Mirror Shield is a very special shield found only in the Spirit Temple beyond the Haunted Wasteland. This shield can reflect almost any projectile, including magic spells hurled at Link. It can even absorb some magic and reflect it back at an enemy. The Mirror Shield reflects light, too, which makes it critical for solving several puzzles in the Spirit Temple and beyond.

Link's Tunics

Kokiri Tunic

Location: Kokiri Forest

The green Kokiri Tunic is the typical dress of the Kokiri, the children of the forest. When Link first wakes from his terrible dream, he's wearing this tunic. It also grows up along with Link when he travels into the future via the Temple of Time.

Goron Tunic

Location: Goron City



The red Goron Tunic was designed by the people of Death Mountain. It protects the wearer from extreme heat in such places as the Death Mountain Crater. Though Link first sees the Goron Tunic in the Goron Shop (inside Goron City) when he's a child, it's just too big for him to wear. Only adult Link can wear a Goron Tunic.

The Goron Tunic is first awarded to Link by Darunia's son when he returns as an adult. If the tunic is lost, it can be repurchased at the Goron Shop.

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Zora Tunic



Location: Zora's Domain

Link cannot hold his breath underwater for very long, but as soon as he dons a blue Zora Tunic, he's practically gifted with gills. The Zora Tunic is only available for adults, so Link cannot purchase or acquire one until he's grown. Link receives the Zora Tunic from the defrosted King Zora.

If Link loses the Zora Tunic (hungry Like Likes love to devour special tunics), he can buy a replacement from the Zora Shop in Zora's Domain.

Boots

Iron Boots



Location: Ice Cavern

Link's default Kokiri Boots are fine for keeping feet dry, but they're no help underwater. The special Iron Boots (recovered in the Ice Cavern) are ideal for underwater mobility. Once Link slips his feet into these heavy boots, he sinks in water and can walk along the ground.

The Iron Boots are also useful for stomping across shifting sands.

Hover Boots



Location: Shadow Temple

The winged Hover Boots help Link temporarily thwart gravity. While wearing Hover Boots, Link can run off a ledge or the edge of a platform and keep moving for several steps before he eventually starts to fall. These boots are essential for crossing large gaps in the floor.

Word of warning: When worn on regular ground, the Hover Boots cause slipping and sliding as if Link is walking on ice. It's not impossible to slide right off an edge.

Bullet Bags

Deku Seed Bullet Bag



Location: Great Deku Tree

When Link first acquires the Fairy Slingshot, he receives the default Bullet Bag. This bag carries 30 Deku Seeds to use with the new slingshot.

Big Deku Seed Bullet Bag



Location: Lost Woods, Hyrule Castle Town Market

Want to carry up to 40 Deku Seeds? Win the Big Deku Seed Bullet Bag either from the Shooting Gallery in the Hyrule Castle Town Market or by hitting a special target in the Lost Woods just outside Kokiri Forest.

Biggest Deku Seed Bullet Bag



Location: Hyrule Castle Town Market

The Biggest Deku Seed Bullet Bag lets Link carry up to 50 Deku Seeds to use with the Fairy Slingshot. Acquire this bag by getting a perfect score at the Shooting Gallery in Hyrule Castle Town Market, or by participating in the Target Practice in the Lost Woods.

NOTE

You don't have to obtain the Bullet Bag upgrades in a particular order.



Deku Seeds can also be found in treasure chests, grasses, and fallen enemies.

Quivers

Quiver



Location: Forest Temple

Like the first Deku Seed Bullet Bag, Link receives the quiver when he acquires the Fairy Bow at the Forest Temple. This quiver holds only 30 arrows.

Big Quiver



Location: Kakariko Village, Gerudo's Fortress

The Big Quiver holds up to 40 arrows. Link can win it either in the Kakariko Shooting Gallery (as an adult) or by scoring 1,500 points at the Horseback Archery Range outside the Gerudo's Fortress.

Biggest Quiver



Location: Kakariko Village, Gerudo's Fortress

The Biggest Quiver holds up to 50 arrows. Link can obtain it either in the Kakariko Shooting Gallery (as an adult) or by scoring 1,500 points at the Horseback Archery Range outside the Gerudo's Fortress.

Bomb Bags

Bomb Bag



Location: Dodongo's Cavern

The Bomb Bag is made from the stomachs of Dodongos, which can hold these highly explosive items. This first bag holds 20 bombs. Link locates it inside Dodongo's Cavern, near Goron City on Death Mountain.

Big Bomb Bag



Location: Goron City, Hyrule Castle Town Market

The Big Bomb Bag holds 30 bombs. This upgrade is found either by stopping the Hot Rodder Goron in Goron City (use a bomb to stop him as he rolls under the overhang) or by completing the Bombchu Bowling Alley in Hyrule Castle Town Market.

Biggest Bomb Bag



Location: Goron City, Hyrule Castle Town Market

The Biggest Bomb Bag holds 40 bombs. This upgrade is found either by stopping the Hot Rodder Goron in Goron City (use a bomb to stop him as he rolls under the overhang) or by completing the Bombchu Bowling Alley in Hyrule Castle Town Market.

Gauntlets/Bracelets

Goron's Bracelet



Location: Goron City

Darunia, leader of the Gorons, gives this bracelet to Link when he comes to see him in Goron City. This bracelet lets Link pull Bomb Flowers and then hurl the explosive fruit. Without this bracelet, Link can only use Bomb Flowers as stationary explosives.

Silver Gauntlets



Location: Spirit Temple

After Link recovers the Silver Gauntlets in the Spirit Temple, he has twice the strength and can lift huge silvery boulders with ease.

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Golden Gauntlets

Location: Ganon's Castle



The special Golden Gauntlets can't be recovered until near the end of Link's adventure in the Forest Barrier of Ganon's Castle. The Golden Gauntlets allow Link to pick up and hurl giant obelisks, which not only lets him access the heart of Ganon's Castle but also reveals the last Great Fairy Fountain.

Wallets

Child's Wallet



The Child's Wallet allows Link to carry 100 Rupees. That's not a lot of change, so he should seek out the wallet upgrades.

Adult's Wallet

Location: House of Skulltula



The Adult's Wallet can hold up to 200 Rupees. This wallet is the first reward in the House of Skulltula. Collect 10 Gold Skulltula Tokens, and then free the first cursed child.

Giant's Wallet

Location: House of Skulltula



The Giant's Wallet can hold up to 500 Rupees. It's the reward for bringing 30 Gold Skulltula Tokens back to the House of Skulltula in Kakariko Village.

Scales

Silver Scale

Location: Zora's Domain



Link's diving ability is very limited until he wins the Silver Scale from the Zoras. To collect the Silver Scale, complete the diving game next to King Zora's throne in Zora's Domain. Once acquired, Link can dive twice as far as normal, which allows him entrance to some deep spots around the kingdom.

Golden Scale

Location: Lake Hylia



The Golden Scale lets Link dive three times as deep as normal. This scale is won by reeling in a 15-pound fish at Lake Hylia as an adult.

Items

In addition to equipment and weapons Link uncovers during his adventure, he needs many other items to complete his mission to stop the King of Evil. Use this catalog to get familiar with everything from quest-specific items, like Spiritual Stones, to mobility items, such as the Hookshot and Longshot.

Quest Items

Spiritual Stones

The Master Sword is hidden behind the Door of Time in the Temple of Time. The only way to unlock this door is by placing the three Spiritual Stones in an altar within the temple. These stones are hard won by braving three dangerous dungeons and proving that Link is indeed a champion of Hyrule and all of its people.

Kokiri's Emerald

Location: Great Deku Tree



The sacred Kokiri's Emerald is the first of the three Spiritual Stones Link must recover to open the Door of Time and obtain the Master Sword. The Kokiri's Emerald is the most valuable treasure of the children of the forest. It's given to Link by Great Deku Tree after completing that first dungeon.

Goron's Ruby

Location: Goron City



Darunia protects the Goron's Ruby and will not give it out to just anyone. Link must prove himself to be a real hero of the Gorons to earn this Spiritual Stone. Only after slaying King Dodongo inside Dodongo's Cavern does the big boss of the Gorons part with this treasure.

Zora's Sapphire

Location: Jabu-Jabu's Belly



King Zora's daughter has gone missing. It turns out she was swallowed by the great Jabu-Jabu, the respected deity of the Zoras. If Link can brave the depths of Jabu-Jabu's Belly and not only rescue Princess Ruto but also discover what has turned Jabu-Jabu so sour, King Zora's daughter will hand over the Zora's Sapphire to Link, allowing him to finally open the Door of Time in the Temple of Time.

Medallions

Once Link opens the Door of Time, the thrust of Link's quest changes to recovering six medallions from the Sages of Hyrule. These medallions are critical for stopping the King of Evil, Ganondorf. Only after all of the medallions are recovered can Link make his final approach on Ganon's Castle and bring the tyrant to his knees.

Forest Medallion



Location: Forest Temple

Fire Medallion



Location: Fire Temple

Water Medallion



Location: Water Temple

Shadow Medallion



Location: Shadow Temple

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Spirit Medallion



Location: Spirit Temple

Light Medallion

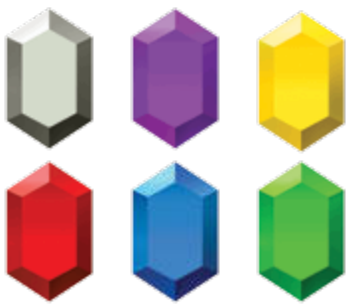


Location: Temple of Time

Link's Collections

Throughout his adventure, Link can collect a series of items that help him in his quest. Increasing the number of hearts is critical for success, but recovering Gold Skulltula Tokens and Empty Bottles is also equally important.

Rupees



Rupees make the economy in Hyrule go 'round. Link uses Rupees to purchase goods and services, from extra bombs and arrows to access to the fishing pond at Lake Hylia. Rupees come in many different colors, each signifying a different amount.

- Green: 1
- Blue: 5
- Red: 20
- Purple: 50
- Silver: 5 (puzzle element)
- Huge: 200

Heart Containers



Link begins his adventure with just three hearts. His chances of succeeding in his quest increase every time he earns a new heart. After defeating a boss at the end of dungeons, Link recovers a Heart Container, which adds an entire heart to his life bar as well as replenish any spent health.

Pieces of Heart



The maximum number of hearts Link can earn is 20, but defeating all of the bosses only leaves Link with 11. The other nine come from collecting 36 Pieces of Heart. Four Pieces of Heart create one Heart Container. Some of these Pieces of Heart are easy to find, but others require some tricky exploring and even the use of the Temple of Time.

The locations of all 36 Pieces of Heart are detailed in the Secrets & Specials chapter as well as in the walk-through.

Gold Skulltula Tokens



When Link visits the sorrowful House of Skulltula in Kakariko Village, he discovers a cursed family. Greed has turned them into Skulltulas! The only way to help revert them to Hylian form is to collect Gold Skulltula Tokens. The 100 tokens are spread across Hyrule and earned by defeating Gold Skulltulas. These little creeps only come out at night or inside of dungeons, and even then they love to hide. But collecting these tokens and bringing them back to the House of Skulltula pays out in special rewards, such as larger wallets that allow Link to carry more Rupees.

NOTE

The locations of all 100 Gold Skulltula Tokens are revealed in the Secrets & Specials chapter. We also mark the locations on the walk-through maps.

Bottles



Bottles are extremely versatile items. These important items allow Link to carry liquids, such as potions and health-replenishing Lon Lon Milk. Fish, bugs, fairies, and more are also stored inside bottles. There are only four bottles for Link to find in Hyrule, and collecting them won't be easy. However, doing so is well worth the effort. For example, having a bottled fairy in Link's inventory can make all the difference in a difficult boss battle.

NOTE

Detailed instructions for collecting all four bottles are in the Secrets & Specials chapter, as well as in the walk-through.



Use bottles to hold other things, too, like Poes and bugs.

Shard of Agony



The Shard of Agony is a special stone that alerts Link to nearby secret grottoes. Secret grottoes are holes in the ground that lead to Fairy Fountains, treasure chests, Business Scrubs, and more. When near a secret grotto, the Shard of Agony dings like a chime. Grottoes are often revealed by planting bombs, lifting boulders, and performing other feats.

The locations of all secret grottoes are marked on the walk-through maps as well as listed in the Secrets & Specials chapter.

Gear

Fairy Ocarina



Location: Kokiri Forest

When Link completes the Great Deku Tree dungeon, he is given the Fairy Ocarina by Saria, one of the Kokiri. This special instrument plays magical tones. Ocarina songs can do amazing things, like change day to night (and back), call Epona, warp Link around Hyrule, and more.

NOTE

Throughout Link's adventure, he learns new songs from the people he meets.

Ocarina of Time



Location: Hyrule Castle

When the situation seems most dire, Link is given the Ocarina of Time, an even more powerful musical instrument capable of playing even more learned songs. The Ocarina of Time even has a secret, special purpose that is unknown to Link.

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Fairy Slingshot



Location: Great Deku Tree

The Fairy Slingshot is the first projectile weapon Link obtains in his adventure. Located in a treasure chest within the Great Deku Tree, this slingshot allows Link to fire Deku Seeds at enemies, damaging them from afar. Shot Deku Seeds can also trigger switches and solve puzzles. While the slingshot is not the most powerful weapon Link can use (not by a long shot), it is still quite effective against some enemies with elemental properties. For example, hitting a Fire Keese with a Deku Seed temporarily removes its damaging fire.

Boomerang



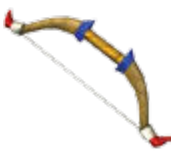
Location: Jabu-Jabu's Belly

The Boomerang is recovered from a treasure chest inside Jabu-Jabu's Belly while Link to attempting to rescue Princess Ruto. The Boomerang is good for defeating weaker enemies from afar. Just target an enemy and then let fly with this weapon. It arcs across the room and smacks the target. (Larger enemies may only be stunned by a Boomerang strike.)

TIP

The Boomerang is also useful for collecting hard-to-reach items, such as Gold Skulltula Tokens.

Fairy Bow



Location: Forest Temple

When Link is an adult, he can no longer use the Fairy Slingshot. However, this item is replaced (for adult Link only) by the Fairy Bow, which is found inside the Forest Temple. The bow fires arrows, which do much more damage than Deku Seeds. Arrows can also flip switches, and they can light torches…as long as you fire one through a fire source on its way to the torch.

Hookshot



Location: Graveyard

The Hookshot is one of Link's most useful items. This device fires a grappling hook across gaps and chasms. When it connects to a "grabbable" surface, Link rockets toward it. Some dungeons and temples have special tiles made for the Hookshot so Link can zip all around the place.

TIP

Use the Hookshot to attack smaller enemies and stun large ones. Link can also use it to collect previously unreachable items, such as Gold Skulltula Tokens.

NOTE

The Hookshot is the reward for beating Dampé in a race at the Graveyard.

Longshot



Location: Water Temple

The Longshot is an upgraded Hookshot. It has twice the range of the Longshot, allowing Link to travel across greater distances. Like the Hookshot, it also works as a makeshift weapon or item collector.

NOTE

Link earns the Longshot after he defeats Dark Link inside the Water Temple.

Megaton Hammer



Location: Fire Temple

The Megaton Hammer is a huge hammer capable of not only smashing enemies (it does incredible damage) but also triggering rusty, old switches. The Megaton Hammer requires two hands to use, so Link cannot use a shield while brandishing the hammer. The hammer is also suited for shattering giant boulders that otherwise could not be destroyed with bombs.

Lens of Truth

Location: Bottom of the Well

The Lens of Truth allows Link to see that which is unseen and that which was once false. When activated, the Lens of Truth reveals invisible entrances, traps, hidden enemies, and more. While it's active, Link can explore and fight as normal, but he must be mindful of how long he uses the Lens of Truth because it slowly drains his magic.

Defeating Dead Hand in the depths of the Well beneath Kakariko Village reveals the Lens of Truth. And just in time for its use in the Shadow Temple!

Ammunition & Dispensable Items

Deku Sticks



Deku Sticks are switches of wood primarily used as makeshift torches. When he has one in hand, Link just needs to wave it in front of a lit torch to ignite it. The Deku Stick then remains lit for several seconds. It can burn out, though, which depletes Link's supply by one. If put away before it goes out, Link saves the Deku Stick for later use.

TIP

Deku Sticks can also be used as weapons. Link can swipe at enemies while holding a Deku Stick to do damage, especially when the torch is lit.

Deku Nuts



When thrown at the ground, Deku Nuts explode in a flash of light. This stuns most enemies (even giant bosses) and even damages weak foes. The flash can dispel the elemental qualities of some enemies, like Fire Keese.

TIP

It's easy to forget about Deku Nuts after scoring some good weapons and items, but don't ignore these useful items. Stunning an enemy can really help Link get the upper hand in an otherwise daunting situation.

Bombs



Bombs are one of the most useful items Link uses on his adventure. Bombs can be ignited and then thrown at enemies from afar, dishing out big damage. However, bombs are also used to blast through boulders and breakable walls. Many secret grottoes are revealed through strategic bomb placement.

Be sure to seek out the Bomb Bag upgrades so Link can carry more bombs on his quest.

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Bombchus



Bombchus are wind-up bombs that run along the ground (or almost any flat surface) for a few seconds before exploding. These special bombs are primarily for solving puzzles, but Link can deploy them in combat to turn back enemies as they close the distance or to surprise an unaware foe.

NOTE

Bombchus are not common items. You find them at the Bombchu Bowling Alley or Bombchu Shop in Hyrule Castle Town Market as well as on occasion while exploring dungeons.

Arrows



Arrows are the projectile fired by the Fairy Bow. More powerful than seeds fired from the Fairy Slingshot, arrows are fast and deadly. In some situations, arrows can be fired through torches and temporarily ignited to light other torches.

Fire Arrows

Location: Lake Hylia



Magical Fire Arrows are powered-up arrows that do extra damage to enemies—especially those made of ice. Fire Arrows also light torches and burn down environmental hazards. Unleashing Fire Arrows burns through Link's magic, so be mindful of that meter.

NOTE

Find Fire Arrows above Lake Hylia after the Water Temple has been completed.

Ice Arrows

Location: Gerudo Training Ground



Ice Arrows are a magical power-up to regular arrows. When activated, they freeze most enemies for a few moments, giving Link the chance to close in and strike with a sword.

NOTE

Ice Arrows are completely optional, but freezing enemies is fun.

Light Arrows

Location: Ganon's Castle



Light Arrows are critical to defeating Ganondorf, although they are also very powerful against other enemies. These are magical arrows, though, so keep an eye on the magic meter to make sure Link doesn't deplete his magic supply and run dry at the worst possible moment.

NOTE

Link receives Light Arrows just before going into the final act of his adventure.

Magic Beans

Location: Zora's River



A pudgy salesman lazes on the bank of Zora's River, selling Magic Beans. There are 10 beans, and they go up in prices as Link purchases them. Plant these beans in soil patches around Hyrule when Link is a child, and then return as an adult. The Magic Beans grow into sprouts that transport Link to secret places.

TIP

The locations of the 10 Magic Bean spots are detailed in the Secrets & Specials chapter, including the prizes Link can recover with them when he becomes an adult. (Psst: Pieces of Heart!)

Red Potion



Red Potions replenish lost health. Link needs an Empty Bottle to store Red Potions (or any potion) when purchased at shops. A Red Potion has just one dose.

Green Potion



The Green Potion replenishes spent magic, which is important for Link when he uses magical arrows, the Lens of Truth, or his magic spells.

Blue Potion



Blue Potions replenish both health and magic, making them very valuable—especially in harrowing boss battles.

Fairies



Fairies are located in jars, Gossip Stones, and at fountains. Link can just walk into a fairy and absorb its healing power. The touch of a fairy replenishes all lost hearts. However, Link can trap a fairy in a bottle (equip a bottle to an empty slot and then use it in the presence of a fairy) and store it his inventory. If Link falls in battle, the fairy instantly brings him back from the brink with a full set of hearts.

Magic Jars



Magic Jars replenish Link's magic meter. Magic Jars are dropped by fallen enemies and found in chests. They cannot be stored. They are used as soon as Link touches them.

Magic

Link can discover three magic spells as he explores Hyrule. These spells are gifted to Link by the Great Fairies in the Great Fairy Fountains. The location of all of the Great Fairy Fountains can be found in the Secrets & Specials chapter, as well as the walk-through.

Din's Fire

Location: Great Fairy Fountain (Hyrule Castle)



Din's Fire envelops Link in a wreath of fire. This flame ignites torches and scorches enemies, although it does not do considerable damage. Din's Fire uses a minimal amount of magic, but using it constantly can deplete the magic meter faster than expected.

Farore's Wind

Location: Great Fairy Fountain (Zora's Domain)



Sometimes, Link needs to get out of a dungeon right away. Farore's Wind

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creates a warp point within a dungeon (as long as it has a map). When activated again, Link instantly zips to the warp created by the magic spell. Farore's Wind uses a medium amount of magic.

Nayru's Love



Location: Great Fairy Fountain (Desert Colossus)

Nayru's Love casts a shield around Link for a limited time. While this spell is active, Link does not take damage from enemies, although he can be knocked down or pushed off ledges. (Lava also does damage.) This spell consumes a lot of magic, but in a desperate situation, it can mean the difference between success and failure.

While using Nayru's Love, Link cannot use any other magic, including magic arrows or the Spin Attack.

Dungeon Items

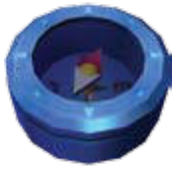
Link finds four items in almost every single dungeon (there are some exceptions, such as the Ice Cavern or the Well). These items are needed to see every corner of the dungeon, such as the always-useful Compass.

Dungeon Map



Dungeon Maps reveal the entire layout of a dungeon, including all floors. The map shows which rooms Link has explored and which still need to be opened.

Compass



Once found in a dungeon, the Compass reveals the location of all unopened treasure chests and the location of the dungeon boss.

Small Key



Silvery Small Keys are used to unlock doors. They can only be used once, but there are always enough of them hidden in a dungeon to open every locked door.

Boss Key



The boss of the dungeon is always hidden away behind a special locked door. To open the imposing lock, Link needs to recover the Boss Key from an ornate treasure chest.

The Big Checklist

Want a quick reference guide for where critical equipment and items are found? Use this checklist to see when and where Link uncovers the gear he needs to stop the King of Evil.

Item/Equipment	Location Found	Got It?
Kokiri Sword	Kokiri Forest	✓
Deku Shield	Kokiri Forest	✓
Deku Nuts	Kokiri Forest	✓
Deku Stick	Kokiri Forest	✓
Fairy Slingshot	Great Deku Tree	✓
Fairy Ocarina	Kokiri Forest	✓
Hylian Shield	Graveyard	✓
Bottle	Lon Lon Ranch	✓
Bottle	Kakariko Village	✓
Bombs	Dodongo's Cavern	✓
Din's Fire	Hyrule Castle	✓
Bombchus	Hyrule Castle Town Market	✓
Magic Beans	Zora's River	✓
Farore's Wind	Zora's Domain	✓
Bottle	Lake Hylia	✓
Boomerang	Jabu-Jabu's Belly	✓
Ocarina of Time	Hyrule Field	✓

Item/Equipment	Location Found	Got It?
Master Sword	Temple of Time	✓
Bottle	Hyrule Castle Town Market	✓
Biggoron's Sword	Death Mountain	✓
Hookshot	Graveyard	✓
Fairy Bow	Forest Temple	✓
Goron's Tunic	Goron City	✓
Megaton Hammer	Fire Temple	✓
Iron Boots	Ice Cavern	✓
Zora Tunic	Zora's Domain	✓
Longshot	Water Temple	✓
Fire Arrow	Lake Hylia	✓
Lens of Truth	Bottom of the Well	✓
Hover Boots	Shadow Temple	✓
Ice Arrows	Gerudo Training Ground	✓
Nayru's Love	Desert Colossus	✓
Mirror Shield	Spirit Temple	✓
Light Arrows	Temple of Time	✓

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The Beginning / Kokiri's Emerald

The children of the forest, the Kokiri, are all blessed with a fairy companion—all except one, that is. There is a lone boy in Kokiri Forest different from the others in that he does not have a fairy to watch over him. However, this is finally about to change. Upon waking from a terrible nightmare, one in which lightning crashed over a castle as a young girl was spirited away on horseback, the boy finally receives his fairy companion on orders from the guardian of the woods, the Great Deku Tree.

The Great Deku Tree senses that a malevolent force threatens Hyrule in a way never before seen. Not even the magic of the Kokiri Forest is enough to turn back this growing evil. But the Great Deku Tree also knows that within the forest lives a child who will one day rise up and challenge this unfathomable wretchedness.

And so the Great Deku Tree assigns the boy named Link his very own fairy companion. Navi, a spitfire fairy, is tasked with seeking out Link and bringing him to the Great Deku Tree. Time is of the essence, too, because evil is about to claim its first victim in Hyrule.

Kokiri Forest

Hearts: 3
Pieces of Heart: 0/36
Equipment/Items Found: Kokiri Sword, Deku Shield, Deku Stick

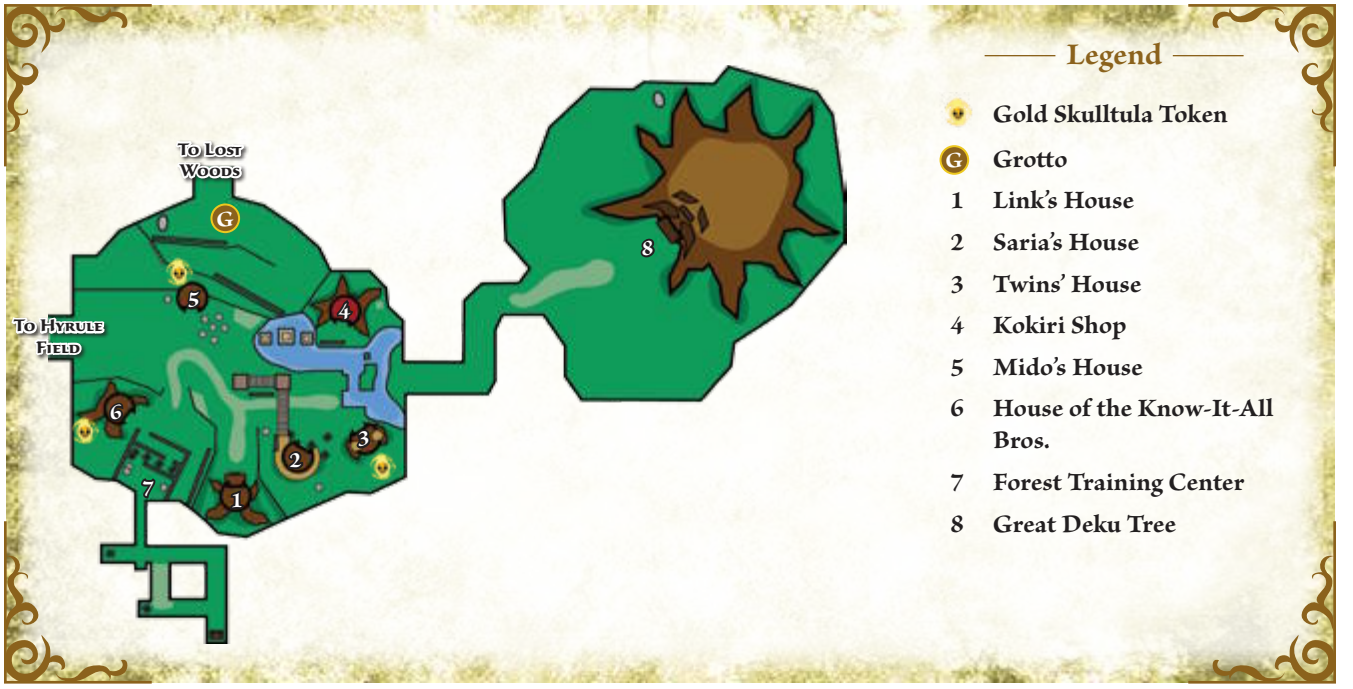


This forest is home to the Kokiri, also known as the children of the forest. The Kokiri never grow old, remaining sprightly youths for their entire lives. Because all Kokiri have a fairy companion, there is an assumption that something is not quite right with one boy in their midst, Link.

Navi wakes Link from his restless sleep, telling the boy that he's been summoned to the Great Deku Tree. There's no time to waste, so Link needs to rub the sleep from his eyes and get going. Reaching the Great Deku Tree, though, requires dealing with some of the less agreeable Kokiri...

NOTE

These Progress Boxes track the current heart count and Pieces of Heart if you follow this walk-through to the letter. You are not required to collect the Pieces of Heart in our suggested order—or even at all. There is a guide to the locations of all 36 Pieces of Heart in the Secrets & Specials chapter if you prefer to do it a different way.



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Impressing the Kokiri

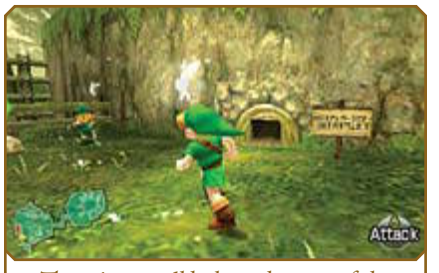
The village is alive with busy Kokiri, including Saria, who seems to have a special affection for you. The path to the Great Deku Tree is blocked by Mido, a Kokiri who rather fancies Saria himself.



Mido will not allow you to pass without a sword and shield, which he doesn't expect you to find. So it's time to gather up the Kokiri Sword and enough Rupees to purchase a Deku Shield.

Kokiri Sword

The first of the two items you should seek out is the Kokiri Sword, a treasure of the Kokiri which you may borrow for a little while. The sword is located behind the Forest Training Center, which is on the ledge above Link's house. To collect the Kokiri Sword, wind through the fences leading to the back wall of the center.



There is a small hole at the rear of the Forest Training Center. Sneak through the hole to discover a short labyrinth.





Inside the maze, make an immediate turn to the small patch of clover where you find a blue Rupee. (It's worth 5 Rupees, which will help out with obtaining a Deku Shield.) Now, quickly duck into the alcove with the sign to avoid getting pushed down by a large rolling boulder. The boulder rolls around the simple labyrinth—it's pretty easy to avoid it as you snake to the treasure chest to the south.



The treasure chest in the alcove at the end of the labyrinth contains the **Kokiri Sword**. Now equip it on the Gear subscreen on the lower screen, attaching it to the B Button. Retrace your steps, and leave the small maze via the hole.

Sheikah Stones



There is a special stone next to Link's house. This is a Sheikah Stone. There are two of them in Hyrule, including another located in the Temple of Time. Sheikah Stones offer reels of hint movies to help you always know where you need to go next and how to accomplish goals. The movies are split into categories based on specific locations and activities, and they are revealed as you move deeper into the adventure. You may not necessarily need to use the Sheikah Stones because you're holding this guide (which is filled with strategies and secrets)...

NOTE

Outside the hole, speak to the Kokiri to try out some new moves and attacks with L-Targeting. This is a good chance to try out the jump attack, side jumps, and slashes.

TIP

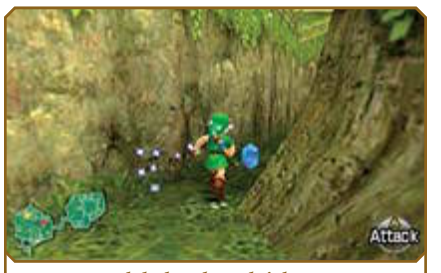
While winding back out of the Forest Training Center, slice up the signs and grasses to collect Rupees.

Deku Shield

Mido needs to see more than a sword to let you leave the village and have an audience with the Great Deku Tree. You need to purchase a Deku Shield from the shop. It costs 40 Rupees. There are several ways to earn Rupees in the village, such as rushing through tall grasses and cutting down the smallish grasses around the village.



Grab and smash the rocks in front of Mido's house.



Look behind Mido's house.

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Open the treasure chests inside Mido's house.



Cut the grass in front of Saria's house. (And be sure to peek inside for Recovery Hearts.)



Cross the suspended bridges to collect a blue Rupee.



Jump across the platforms in the stream.





After collecting 40 Rupees, head for the shop. Chat with the girl above the shop for a short tutorial on L-Targeting and conversations, and then dart inside. The shopkeeper can barely see above the counter, but he'll take your 40 Rupees in exchange for a **Deku Shield**. Once it's purchased, equip it via the Gear subscreen. Now you have everything you need to satisfy Mido and approach the Great Deku Tree.

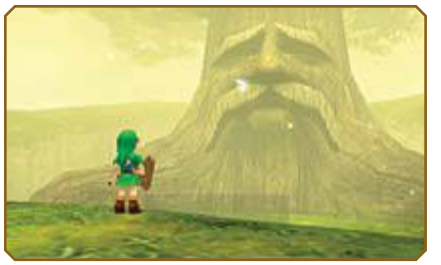
Kokiri Shop Inventory

Item Name	Price
Arrows (10)	20
Arrows (30)	60
Deku Nuts (5)	15
Deku Nuts (10)	30
Deku Shield	40
Deku Stick	10
Recovery Heart	10

To the Great Deku Tree



Mido reluctantly stands aside so you can proceed to the Great Deku Tree. However, before you can reach the tree, you must fight your very first enemies: Deku Babas. The Deku Babas drop Deku Sticks, which can be used as makeshift weapons and torches—the latter are very important in the first dungeon of this adventure.



After you cleave down the Deku Babas, the path to the Great Deku Tree is clear. The Great Deku Tree is pleased to see you, although there is a hint of melancholy to its greeting. The Deku Tree shares its concern for the fate of the world and reveals that it has been cursed by the evil that threatens to befoul Hyrule.



After charging you to discover the courage within you, the Great Deku Tree opens its mouth, revealing the entrance to its interior. You must brave the tree and seek out what curses it.



Deku Baba



Deku Babas are ravenous vegetables that snap at you when you get too close. Because they are plants, they cannot move around. But when they lunge from their immobile positions, they are still pretty fast. Watch out for those teeth, and deliver sword strikes to the vulnerable stalk.

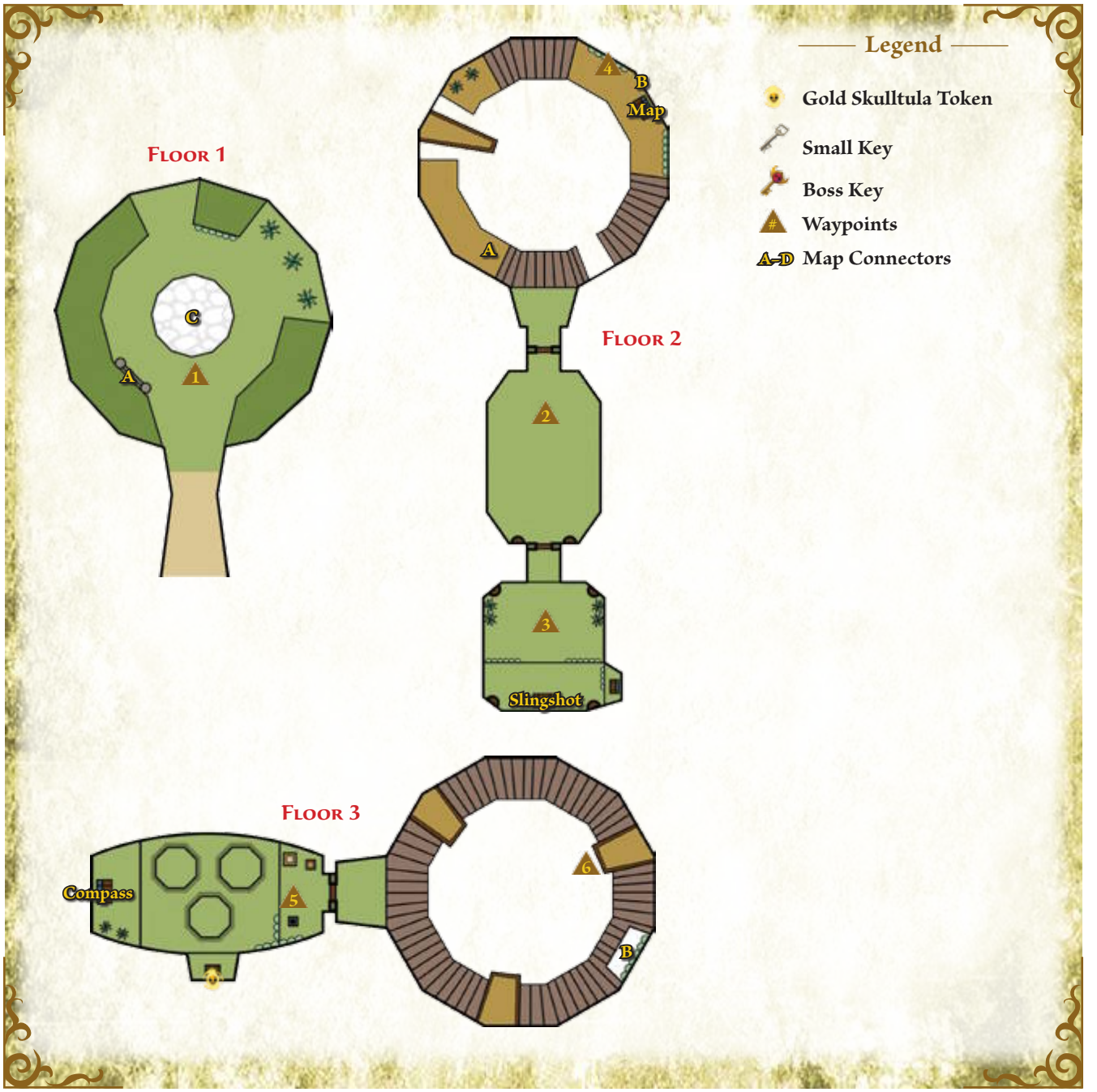
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Inside the Great Deku Tree

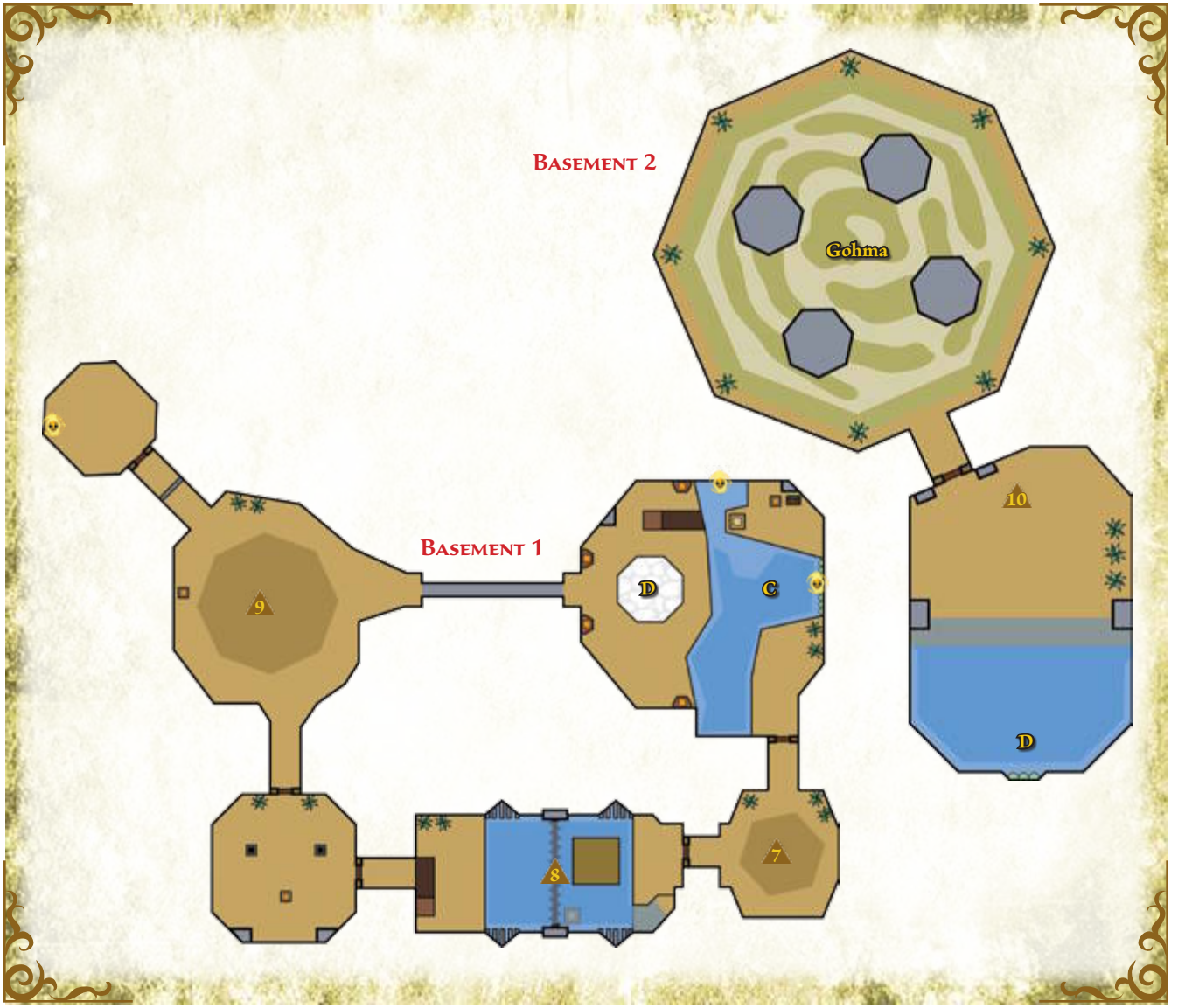
Hearts: 3
Pieces of Heart: 0/36
Equipment/Items Found:
Fairy Slingshot, Deku Nut, Kokiri's Emerald

Cursed by an approaching evil, the Great Deku Tree needs Link's help. The boy must take up sword and shield and then enter the depths of the Great Deku Tree to find the source of the ills befalling the majestic guardian of Kokiri Forest. Inside the Great Deku Tree, Link will encounter new enemies much more dangerous than the Deku Baba, including his first duel with one of the boss monsters aligned with the King of Evil.



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Get the Fairy Slingshot

1 Main Room



When you first enter the Great Deku Tree, look for a handful of Deku Babas surrounding a hole in the floor in the room's center. These are easy pickings—and a good chance to try out attacks. The Deku Babas often drop Deku Nuts. Equip them and try them out. The flash stuns the vicious veggie so you can go in for a quick stab.

TIP

Always—always—slash at grass to reveal Rupees, Recovery Hearts, and other goodies.



Climb either the ladder or the vines, and then circle around the interior of the tree. The large treasure chest along the route contains the **Dungeon Map**. Now you can see the entirety of the dungeon, although until you recover the Compass, you cannot see the location of treasure chests or the boss.

2 Deku Scrub Hint



Continue up the ramp until you reach a door. On the other side, you encounter a Deku Scrub. The Deku Scrub hides in the floor if you get too close. Instead, hang back and use the Deku Shield to reflect the Deku Scrub's nut attack back at it. When the Deku Scrub is dinged by its own nut, it flees to the back wall of the room.

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Deku Scrub



Deku Scrubs are cowardly enemies that burrow into the ground when you get close. They prefer to attack from a distance, firing Deku Nuts. To defeat the Deku Scrub, reflect the nut back at it with a shield. Once it's out of hiding, defeat it with a sword strike.



The Deku Scrub tells you that to keep from taking heavy damage after a long fall, press up on the Circle Pad just before you hit the floor. It also leaves behind a Recovery Heart.

3 Fairy Slingshot



The door behind the Deku Scrub feeds into another room. The platform in the center of the room falls when you jump out to it. Fortunately, there are vines on the far side of the room. Climb up them. The treasure chest on the ledge above the vines contains the **Fairy Slingshot**, your first projectile weapon.



Behold, the Fairy Slingshot!



Now, to escape the room and return to the central chamber, use the slingshot to knock loose the ladder hanging above the entrance. This lowers the ladder. Now backtrack to the central chamber so you can use the slingshot to continue exploring the Great Deku Tree.

TIP

Climb the vines near the door to locate a small treasure chest that contains a Recovery Heart.

4 Skulltulas



Back in the central chamber, use the slingshot to blast the Skullwalltulas on the vines leading farther up the interior of the tree. You cannot shoot while climbing, so target them while you are standing on the ground or a ledge.



When you climb to the top ring of the tree, look out for Big Skulltulas. They hide in the ceiling. When you get close to the gaps between the cobwebs that line the ring, a Big Skulltula drops down. Keep back and wait for the Big Skulltula to turn around and reveal its underbelly—its weak spot. Strike the Big Skulltula there to defeat it.

Big Skulltula



Big Skulltulas look similar to Skull-walltulas, complete with a skull-like shell. The armor is strong enough to repel sword strikes and projectile attacks. Instead, stay close, but far enough back that the Big Skulltula doesn't touch you when it swivels. Wait to see its underbelly, and then go in close to finish it off.

5 Compass



The door at the top of the tree leads to a room with three platforms. When the door closes behind you, bars slam shut over it. You must find a way to lift those bars to leave this room. It's pretty simple. Pull out a Deku Stick, and ignite it on the lit torch. Now, wave it over the unlit torch on the opposite side of the door. The bars go back up.

Skullwalltula



Skullwalltulas are spiders with skull-shaped protective shells. They crawl along walls. If you come close to a Skullwalltula, the monster shakes and then rushes you. If you are climbing near it, the Skull-walltula knocks you off—and potentially to a great deal of hurt.

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Now it's time to get the Compass. First, step on the nearby floor switch to make the three platforms rise from the floor. They only stay up for a few moments, but that's long enough to hop across them and reach the ledge on the far side of the room. After defeating the nearby Deku Baba, open the big treasure chest to recover the **Compass**. Now you can see the locations of all remaining treasure chests!



The very first Gold Skulltula is in this room, behind the small treasure chest in the side alcove. Jump across the platforms, defeat the Big Skulltula, and then hop to the ledge with the small chest. Defeat the Gold Skulltula, and then collect the **Gold Skulltula Token**. You're on your way to gathering up all 100 Gold Skulltula Tokens.

TIP

The locations of all 100 Gold Skulltulas can be found on these walk-through maps as well as the Secrets & Specials chapter.

To the Basement

6 Swan Dive



Now that you have the Compass, it's time to access Basement 1. To reach the lower floor, you have to take a huge dive. Defeat one of the Big Skulltulas to leave a gap in the webbing that surrounds the top ledge of the tree. Now, run off the edge. Your weight breaks through the cobweb covering the hole in the floor.

7 Deku Scrub Hint



When you splash down to the floor, you're in a pool of water. As you can see on the map, two Gold Skulltulas crawl on the walls in this room. Step on the nearby switch. This ignites a torch behind you, which in turn reveals a treasure chest that contains a Recovery Heart.



Now, use a Deku Stick on the torch. Once the stick is lit, cross the water next to the switch. Follow the path in the water so you don't drop into the pool and extinguish the Deku Stick. Burn through the cobwebs in the corner to reveal a door.



Another Deku Scrub is beyond the door. Use the same shield technique to reflect its Deku Nut attack back at it. Once the Deku Scrub is out of the ground, close in on it. The Deku Scrub cowers and offers a hint about the dungeon in exchange for your mercy. The Deku Scrub says that to get through its brothers at the bottom of the tree, you must attack them in the proper order: 2, 3, 1.



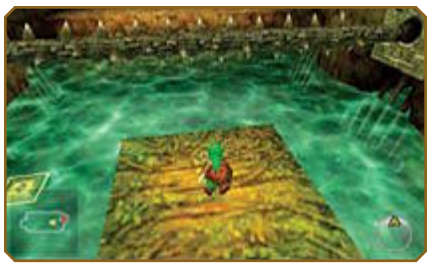
To escape this room, shoot the eye over the door with the slingshot. This removes the bars in front of the door.

8 Spiky Traps



The next room presents a challenge: a spiked log rolls over the water in the center of the room. You have to get to the other side, but the platform that leads across the water is too high. Trying to ride it across leads you right into the log...and lost hearts.

Swim along the left side of the water. When the platform rolls away from you, dive down and touch the switch on the bottom of the pool. This lowers the water.



The platform is now low enough for you to cross beneath the spike-covered log. However, you have to move quickly because in just a few seconds, the water level rises again. Use the ramp to get out of the water, then jump out to the moving platform and sail under the log.

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Next, close in on the Big Skulltula on the far side of the room. Strike its weak underbelly. Once the Big Skulltula is out of the way, push the block to the right. When the block no longer moves, climb on it, and hoist yourself up to the door on the ledge above.

9 Gohma Larvae



In this next room, you must light the two extinguished torches by using a Deku Stick on the already lit torch. However, you must dispatch Deku Babas before you can safely light the torches and open the door to a room containing dangerous Gohma Larvae.



First things first: get rid of the Big Skulltula in the entryway.



The room looks empty—but it's not. Three Gohma Larva sacs hang from the ceiling. When you get close to the center of the room, the sacs drop to the floor and open into Gohma Larvae. Try to slash the sacs before they open, but if the Gohma Larvae reveal themselves, L-Target them one by one and sword strike.

TIP

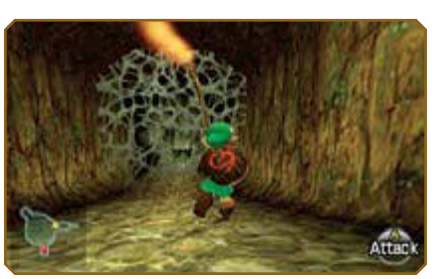


You can also shoot the Gohma Larva sacs with your slingshot before they fall to the ground.

Gohma Larva



Gohma Larvae start their lives in sacs that hang from the ceiling. Look for shadows on the floor to see where the sacs will fall if you get too close. Try to dispatch the larvae while they are still in sacs. If the Gohma Larvae are exposed, circle around them and attack with a sword. Fortunately, Gohma Larvae have no projectile attacks—you only need to avoid contact.



Use the lit torch to burn through the two cobwebs in the room. One reveals a breakable wall, but without bombs, you cannot do anything with it. (Come back for the Gold Skulltula behind it after visiting Goron City.) Instead, just crawl through the small hole revealed by burning the cobwebs. This leads you back into the larger room with the water on the floor.



Now push the block in front of you into the water. This creates a route so you can carry fire across the chamber to the cobweb-covered hole in the floor. Use a lit Deku Stick to ignite the cobweb and set it ablaze. Now drop down to the lowest basement.

TIP

Coming back to previously explored dungeons to collect Gold Skulltula Tokens is always much easier because you create shortcuts during your first pass.

Basement Two

10 Deku Scrub Puzzle



Remember what the previous Deku Scrub told you? The order to defeat the trio of Deku Scrubs in this room is: 2, 3, 1. That's the order in which you must bounce Deku Nuts back at the three Scrubs now before you. The Deku Scrubs are "numbered" from left to right if you are facing them. So take the one in the center first, then the right beastie, and finish with the Deku Scrub on the left.

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CAUTION

If you accidentally hit the Deku Scrubs out of order, just start over with the center.

After you defeat the third Deku Scrub, it offers a hint on how to defeat Queen Gohma, the boss on the other side of this door. You need to stun the boss for your strikes to even register. When you're ready, pass through the door to enter Queen Gohma's lair and rid the Great Deku Tree of this horrible infestation.



Before going to fight the boss, dive for Recovery Hearts in the pool of water.

Boss: Gohma



Entering the first boss lair can be intimidating, especially when you know there's something dangerous hiding in the dark. Step into the shadows and then look to the ceiling. Queen Gohma is crawling in the blackness. She notices you the second you cast your eyes upon her and immediately slams to the ground, ready to attack.



Gohma does not have a projectile attack. Instead, the arachnid relies on brute strength and Gohma Larvae to bring you down. The key is to keep back. Do not let Gohma rise up and then fall on top of you, or else she causes a half-heart of damage. Your shield will protect you to some degree if you do get close enough for Gohma to touch you, but it's still better to stay back.



Gohma's secondary attack is to jump to the ceiling and drop three sacs onto the floor. As before, rush to the sacs and slash them before they can open. Otherwise, you have three wriggling Gohma Larvae to deal with while Gohma herself tries to get the drop on you.



The spider queen's weakness is her single eye. You need to blind her, which temporarily stuns the boss. There are a few ways to pull this off. L-Target Gohma and then hit her with your slingshot while she is on the ground. Alternately, you can slam a Deku Nut at Gohma when she shows the angry red eye. While Gohma is on the ceiling, hit her with a Deku Seed as she starts to secrete the Gohma Larvae sacs.



When you stun Gohma, she collapses on the floor. Now hurry up and slash at her eye with your sword. You can get in two or three hits before Gohma recovers. As soon as you see Gohma rise from the floor and shake it off, get back and ready the slingshot for your next opportunity to stun her.

TIP

The give-and-take of the boss battle is brief, and you can knock out Gohma fairly quickly if you rely on L-Targeting.



When you defeat Gohma, the arachnid disappears, leaving behind a Heart Container and a warp pad that takes you out of the dungeon. Every boss battle pays out with a Heart Container, so always be sure to pick it up before stepping into the warp.

After Defeating Gohma



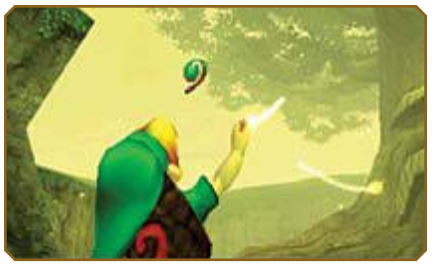
Following the boss battle, Link reappears outside the Great Deku Tree. The forest guardian shares with Link a vision of an evil man from the east, even offering a view of the figure as he rides through flames on a black stallion. The Great Deku Tree says the man is in search of the Triforce, which would give him the power to conquer the world.



Sadly, despite Link's successful efforts to defeat Gohma, the Great Deku Tree is mortally wounded by the curse. It only has minutes to live. The tree commends Link's bravery and then implores him to visit Hyrule Castle.

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Before the Great Deku Tree's spirit departs, it gives Link the **Kokiri's Emerald**, the Spiritual Stone of the Forest. Then, as the leaves of the Great Deku Tree begin to fall, Navi tells Link they must strike out right away for Hyrule Castle.



On the way out of the forest, Link is stopped by Saria. She is sad to see him leave, but she understands he must follow his own path. Saria gives Link the **Fairy Ocarina**.



She hopes that whenever he plays it, he will think of her and the forest. Link accepts her touching gift and then heads out into Hyrule Field, ready to go on the adventure of a lifetime.

Hyrule Field / Hyrule Castle

After leaving the only home he has ever known, Kokiri Forest, Link steps out into the expanse of Hyrule Field. Stretching into the distance in every imaginable direction, Hyrule Field practically swallows the boy. But Link gave the Great Deku Tree his word. He will go to Hyrule Castle on the far side of the field and seek help for his quest to stop the steady march of evil.

Hyrule Field

(see map on the following page)

Hearts: 4
Pieces of Heart: 0/36
Equipment/Items Found:
Piece of Heart, Bottle
Songs Learned: Epona's Song

Until several shortcuts are opened while adventuring, Link must crisscross Hyrule Field to reach many of his important destinations, such as Death Mountain, Lake Hylia, and Hyrule Castle. Hyrule Field is a largely safe place to explore and has limited enemies, but all that changes when the sun goes down.

Exploring Hyrule Field

Kaepora Gaebora



Upon leaving Kokiri Forest, you meet a wise owl named Kaepora Gaebora. He will be a constant companion, dropping in throughout your quest to dispense useful advice. When speaking to the owl, look for red text in his messages. This indicates something critical to the adventure, such as his mention of Hyrule Castle in this brief exchange. Kaepora flies away after the conversation, but don't worry—you'll see him again soon enough.

Night Terrors

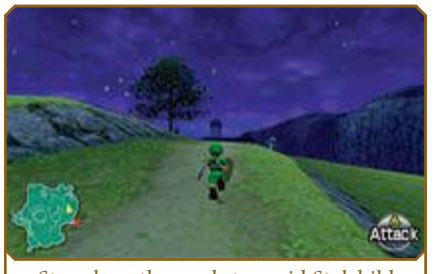


There are only a few enemies to deal with in Hyrule Field. During the day, you will encounter the occasional Peahat, a giant plant that uproots itself and then chases you down with spinning leaf blades. But the real dangers come out at night: Stalchildren.

The skeletal Stalchildren pop out of the ground at night in pairs and stalk you. They often stay hidden if you remain on the roads, opting instead to zero in on you when you start across the prairie grass. Stalchild attacks are relentless all night, stopping only for a few moments when you drop them with your sword. Another always rises up to take its place, though.

TIP

As soon as the sun rises, all of the Stalchild monsters disappear again...but just as the sun must set, the Stalchildren will rise again.



Stay along the roads to avoid Stalchild attacks.

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Peahat



Peahats are enormous plant monsters that uproot themselves when you get close. Once airborne, Peahats follow you around Hyrule Field with spinning blades designed to cut you down. Peahats are easy to outrun. However, if you want to bring one down, target its roots. That's the Peahat's weak spot.

Stalchild



When night cloaks Hyrule Field, Stalchildren rise from the ground. These monsters follow you around, attempting to lay their bony fingers on you and cause damage. They are easily brought down with just a few hits, but taking down one Stalchild only raises another...



Head to Hyrule Castle right away. If it's night, the castle drawbridge is up, and you'll just have to fight off the Stalchildren until sunrise. As soon as day breaks, the drawbridge will lower and you can enter Hyrule Castle Town.

However, because Lon Lon Ranch is part of Hyrule Field, we'll go over it here. When you finish up with your initial business in Hyrule Castle, come back to learn about everything that needs to be done at Lon Lon Ranch.

Lon Lon Ranch

(see map on the following page)

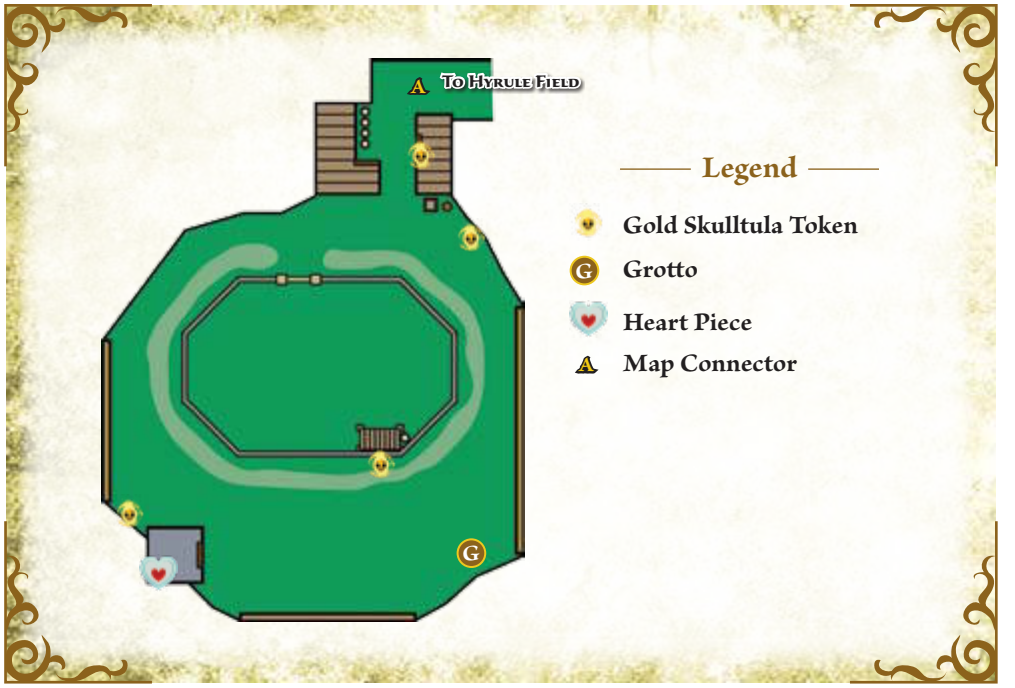
Hearts: 4
Pieces of Heart: 1/36
Equipment/Items Found: None
Songs Learned: Epona's Song

In the heart of Hyrule Field rests a ranch known around the kingdom for producing the most delicious milk ever tasted. Lon Lon Ranch is owned by Talon, although this is not necessarily to the liking of his employee Ingo, who has designs on running the ranch himself.

Lon Lon Ranch is known for more than its cows, too. Word has spread around the kingdom that the best horses are bred here. Could Link manage to tame one of Lon Lon's great steeds?

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Talon and the Super Cuccos



When you first enter Lon Lon Ranch, try the closest door. Talon is waiting for you—and he has a little game he'd love to play called Super Cuccos. Talk to Talon to learn about the game. Apparently, if you can recover three special Cuccos (which Talon refers to as Super Cuccos), Talon will reward you with a bottle of Lon Lon Ranch's delectable moo juice.



It costs 10 Rupees to play. After you pay the fee, Talon releases three Super Cuccos that immediately blend in with the rest of the hens. Watch the Super Cuccos as they fly overhead so you know the general direction to look when Talon turns you loose to start the game.



You have just 30 seconds to pick up all three Super Cuccos. Once you grab the third Super Cucco, Talon gives you the reward. It's your first **Bottle**! Yes, it's full of **Lon Lon Milk**, but you can drink it right away to empty the bottle or just place it in your inventory for now.

TIP

Lon Lon Milk is a refreshing drink that recovers your lost hearts. When you fill the bottle at any cow (they are more places than just Lon Lon Ranch), you get two servings in a single bottle.

TIP

You can kind of cheat this minigame by picking up all of the Cuccos in the room and tossing them behind the bar before talking to Talon. When Talon releases the three Super Cuccos, they will be the only Cuccos wandering around the room.

Meeting Epona



After completing Talon's minigame, walk out in the middle of the ranch and meet Malon. She's observing the wonderful horses. You cannot really approach any of them, and one in particular seems rather skittish.



Stand in front of Malon and bring up your ocarina. Malon gushes about a song her mother once taught her. She offers to teach you the song. Follow along with Malon's notes to learn **Epona's Song**.

Epona's Song
Ⓐ, Ⓧ, Ⓨ, Ⓐ, Ⓧ, Ⓨ

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Playing Epona's Song brings the pony over to you. The soothed creature nuzzles you. Neither you nor Epona are ready for riding, but you have now forged a special bond with this horse. It will serve you well in the adventure ahead.

NOTE

You will return to Lon Lon Ranch in the future to liberate Epona and make her your own, so keep this place in the back of your mind for now.

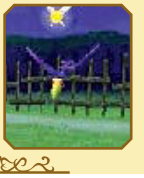
Piece of Heart





There's a **Piece of Heart** at Lon Lon Ranch. Go out to the feed silo on the far side of the ranch. Inside the silo, pull the crates away from the wall to reveal a small hole. Crawl through the hole to pick up a Piece of Heart!

This Piece of Heart is not reflected in the running count until you start the Kakariko Village section.



Guay

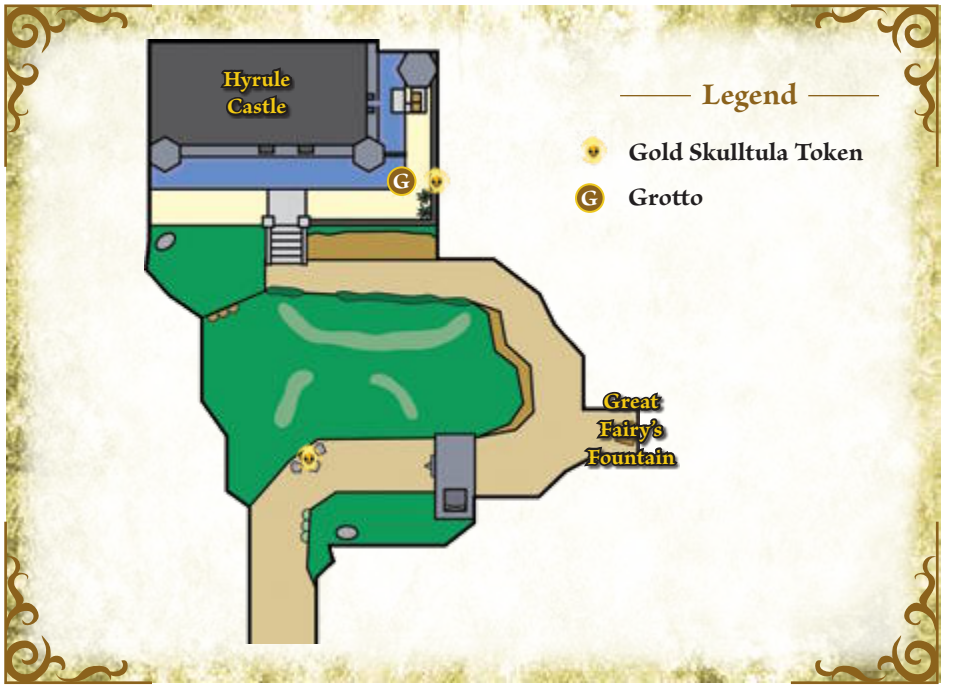
Guay are raven-like birds that circle around the edges of Lon Lon Ranch and attack from above. They are rather weak, so a single hit should be enough to rid yourself of the nuisance.

Hyrule Castle

Hearts: 4
Pieces of Heart: 1/36
Equipment/Items Found: —
Songs Learned: Zelda's Lullaby

Rising high above Hyrule Field, Hyrule Castle is the seat of power. Here, the benevolent king and his daughter serve their people with generosity and restraint. But only the latter knows that danger is afoot in the kingdom.

The castle grounds are expansive. Just beyond the drawbridge is the Hyrule township, also the site of a bustling market. Here, goods and services are sold and traded. Though not everything in the market is essential to completing his adventure, return trips here prove beneficial for Link on this quest.



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The Market

Guardhouse



When you first enter Hyrule Castle Town, steer into the nearby guardhouse. Don't worry about the sentry at the back—he's not going to kick you out. Take advantage of the guard's relaxed demeanor and smash every jar in the room to collect Rupees. Roll into the crates to reveal more Rupees. Fill your wallet with Rupees. If you need to, exit the guardhouse and step back inside to see that all of the jars have been replaced. Break them again!

At this point, you can carry only 100 Rupees. But still, fill your wallet here so you have the necessary coin to visit shops or take advantage of games in the market.

There's a Gold Skulltula Token in the guardhouse! Roll into the crates next to the guard to reveal the Gold Skulltula and then claim the token.



In the future, come back here to see that the guard has been replaced by a ghastly salesman who deals in Poes. If you want to collect all four bottles, you must satisfy the salesman's need for 10 Big Poes. For a full rundown on the Big Poe locations, please see the Secrets & Specials chapter.

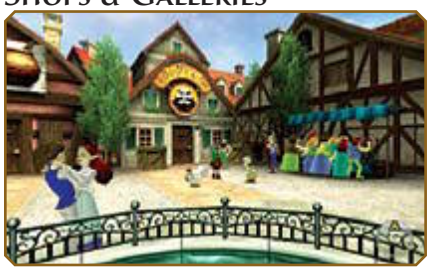
Malon



The young woman standing near the center of the market is Malon. Speak to her.

She is the daughter of Talon, the rancher who owns Lon Lon Ranch. She's been waiting for her dad for what seems like hours. She asks you to find him. The only hint she has to his whereabouts is that he went to the castle to deliver some milk.

Shops & Galleries



The town square is alive with commerce. People dance in the streets. Crowds gather. Nobody seems aware that trouble brews on the borders.

Bazaar



The bearded fellow running the Bazaar sells a variety of goods, such as arrows and bombs. However, most things in the shop are not of use to you right now, and chances are good that you have a decent supply of the items you can use—Deku Sticks and Deku Nuts—left over from the Great Deku Tree.

Bazaar Inventory

Item Name	Price
Arrows (10)	20
Arrows (30)	60
Arrows (50)	90
Bombs (5)	35
Deku Nuts (5)	15
Hylian Shield	80
Deku Stick	10
Recovery Heart	10

Tip

Don't buy a Hylian Shield here. You will find one for free soon enough in the graveyard behind Kakariko Village and there are no enemy encounters between here and there that cannot be dealt with while using the Deku Shield.

Potion Shop



The Potion Shop sells many things that can be stored in bottles, such as useful Red and Green Potions that replenish health and magic (respectively). If you don't have a bottle yet, you cannot do much with the goods at this shop. That will change soon, though.

Potion Shop Inventory

Item Name	Price
Blue Fire	300
Bottled Bug	50
Deku Nuts (5)	15
Fairy	50
Fish	200
Green Potion	30
Red Potion	30
Poe	30

Happy Mask Shop



An entire side quest is devoted to helping out the shopkeeper here at the Happy Mask Shop. You act as the unofficial traveling salesman for the shop, buying masks and showing them to potential costumers, keeping any resale profit for yourself. For every step in the entire mask-trading side quest, please see the Secrets & Specials chapter.

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Shooting Gallery



The Shooting Gallery in the Hyrule Castle Town Market is a good place to practice up on using your slingshot. If you can shoot every Rupee in the gallery, you win an upgraded Bullet Bag. It costs 20 Rupees to play the game.

NOTE

This Shooting Gallery and most minigames not vital to completing the main quest are detailed in the Minigames chapter following this walk-through.

Bombchu Shop

The Bombchu Shop in the back alleys of the market is only open at night. The shopkeeper sells Bombchus, which you don't need right now.

Bombchu Bowling



The Bombchu Bowling Alley is a place of sport. Can you release Bombchus at just the right moment so they scramble into holes in the back wall? There are several good prizes for participating in this game, including a Piece of Heart, but it cannot be played right now. Come back later after you find the Goron's Ruby.

Treasure Box Shop



The Treasure Box Shop is another tricky little minigame. You must trust your instincts and open a series of treasure chests, hoping to find the key that opens the next door. If at any point you open a chest and only receive a Rupee, the game is over. There's a Piece of Heart at the end of this game, but your chances of guessing all of the treasure chests correctly is so low, there's no reason to spend any Rupees to attempt it right now.

TIP

After you retrieve the Lens of Truth, return to the Treasure Box Shop. You can now peek inside the chests and see exactly which boxes hold the keys necessary to open all of the doors!

Piece of Heart—Richard the Dog





Be sure to return to the market when you have the Sun's Song and can change day to night. Go to the square, make it nighttime, and then seek out the white pup under the stall next to the market entrance. Just touching the dog will make it follow you. (Watch out for the other strays because all dogs follow you if you touch them.) Now, go into the back alleys of the market and open the door that was previously locked during the day. The woman inside is overjoyed to have her lost dog returned to her. She awards you a Piece of Heart.

Breaking and Entering

Due to security issues, getting into Hyrule Castle requires a little stealth. No worries—there is a way to sneak into the castle, but you have to avoid several guard patrols. If at any point you are caught, you're unceremoniously ejected from the castle.

Getting Caught on Purpose



After leaving the market, you meet the owl again. He tells you about the flow of time. While outside, such as in this back field, time moves as normal. However, when you are in a town or a house, time temporarily stands still. This is useful information, especially if you just want to stand out here and wait for night to fall so you can go back into the market and complete the Richard the Dog miniquest for the Piece of Heart.





Now it's time to try to sneak into the grounds. However, there's a trick here: you need to be caught at least once. Use the vines on the wall to climb up and then walk across the guard's gate. Let the guards on the far side of the gate see you and kick you out of the grounds.

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Malon is now standing next to those vines. Malon reiterates her need to find her dad. She assumes he fell asleep somewhere, so Malon gives you a Weird Egg. When this egg hatches into a Cucco (a chicken), you can use it to wake Talon, who is used to life on a ranch.

Sneaking In





So, climb back up the vine and drop down on the far side of the gate. There are guards along the main road, so creep up the embankment. As you rise up over the bank, look for another guard up in the grass. Weave between the guards and continue sneaking between the trees.



Veer off the road and climb up the exposed stones. Now you're inside the fence that surrounds the castle. Getting closer! Hop into the castle moat and swim out of sight of the guards.



Follow the moat as it bends, and you'll swim right to Talon—who is indeed asleep. His daughter knows him well.

Waking Talon





So, now that you've found the sleeping Talon, you need to wake him. Check your inventory. The egg has likely not hatched just yet. Wait for night to cycle. The egg should hatch into a Cucco in the morning. Now equip the Cucco and hold it up in front of Talon. The Cucco's call startles him awake. He apologizes for leaving Malon alone and runs off to find her.





Now that Talon is gone, you can push the milk crate that was next to him into the moat. This creates a ledge you can use to jump to the wall of the castle. Crawl through the small hole in the wall to enter the castle gardens and continue closing in on your goal.

Castle Gardens



Upon entering the castle gardens, you are confronted with several guard patrols. You must avoid the guards by staying out of their sight lines. Just look at their heads and assume they can see 20 or so feet in front of them. Guards walk along a set path and stop before turning a corner. During those frozen moments, make your move.

CAUTION

If you are caught, the guards kick you out of the garden. You wind up back where Talon was sleeping.



Trail the guard as he circles the hedges to avoid detection.



Wait until the guards are in the back half of this area, behind the fountains.

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Those Rupees may tempt you, but there's a guard circling the central pillar. Skip the Rupees and avoid getting caught.

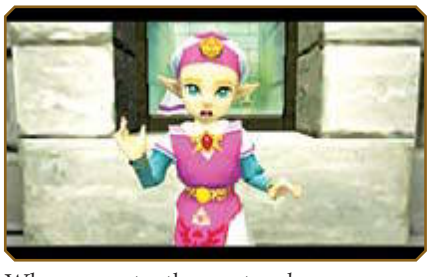


Wait for the guards to pass, and then follow them around the statue. One walks a little faster, so make sure you are out of the way before he swings around to the front of the statue.



Charge up this side of the hedges while the guards are coming down the other, and you won't get caught.

Meeting Princess Zelda



When you enter the courtyard, you immediately see Princess Zelda standing next to a window. She's looking inside the castle, almost like she is spying on something—or someone.

Talk to the princess. You startle her at first, and not just because she wasn't expecting somebody else in the garden. She wasn't expecting that somebody to be a figure from her recent nightmares.



Princess Zelda tells you a little bit more about the creation of Hyrule and the legend of the Triforce. She then urges you to look through the window. Inside, you see Ganondorf, a man who Zelda does not trust and fears means the worst for her father and the kingdom.



Ganondorf just looks evil.



Zelda enlists you to help her keep Hyrule safe from whatever Ganondorf is planning. She needs you to help protect the Triforce. But what can two children do? Well, the princess starts by giving you **Zelda's Letter**, a royal decree that grants you passage through the kingdom. If you show this to a guard, he will let you pass.



You then meet Impa, Zelda's guardian. She is a Sheikah, a brave warrior. Impa agrees to help you get out of the castle without being seen. But first, she must teach you a song for your ocarina. The song is called **Zelda's Lullaby**. This royral tune has magical powers capable of doing a great many things in Hyrule, such as opening doors or activating special seals.

Zelda's Lullaby
Ⓧ, Ⓐ, Ⓨ, Ⓧ, Ⓐ, Ⓨ



Once outside the castle, Impa tells you to visit her home of Kakariko Village at the foot of Death Mountain. There, you can start your quest to reach Goron City, where you will find the Goron's Ruby—the second of the Spiritual Stones needed to help Princess Zelda protect the Triforce.

NOTE

Now, you can go to Kakariko Village, but at this point, it's a good idea to visit Lon Lon Ranch, where you will find Malon, learn a new song, receive your first bottle, and discover a Piece of Heart.

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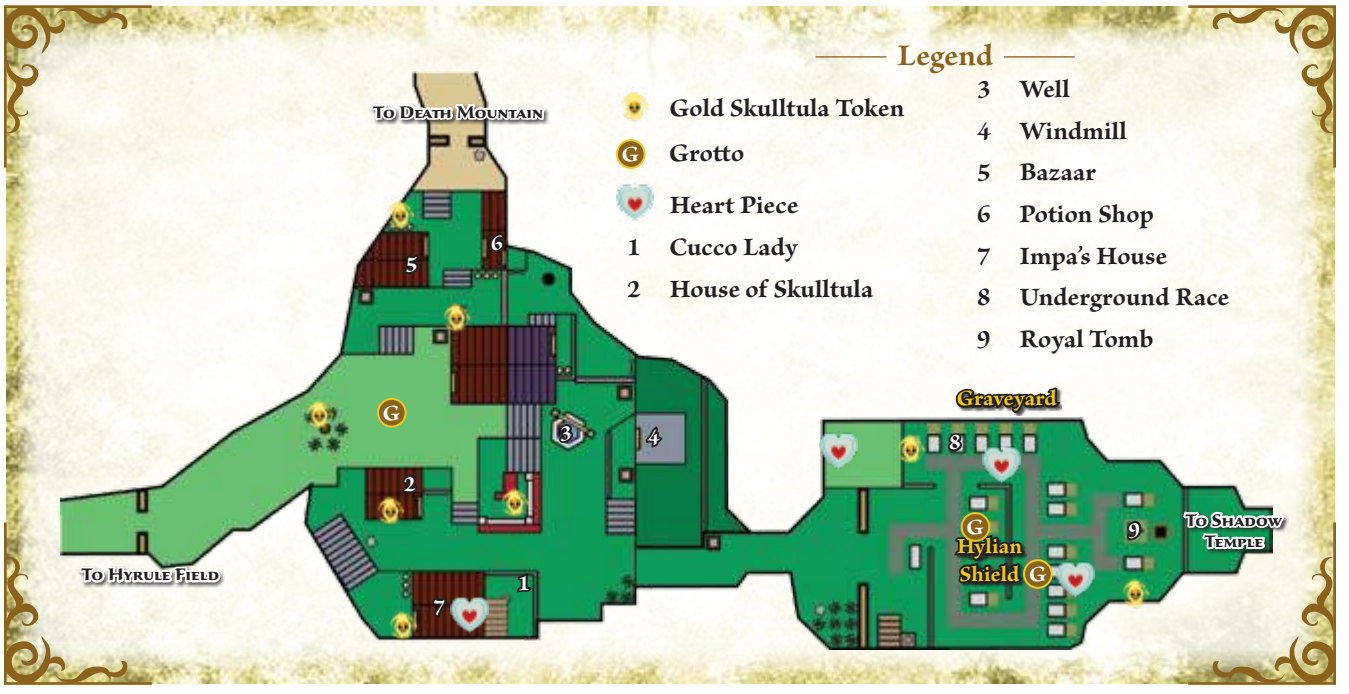
Kakariko Village and Vicinity

Not only did the Great Deku Tree warn of evil on the horizon, but now the princess of Hyrule—Zelda—had enlisted Link to protect the kingdom. Convinced that Ganondorf, the Gerudo man from the east, was really a sinister figure, Zelda asked Link to do whatever he could to stop his ascent to ultimate power. That meant collecting the remaining two Spiritual Stones. But before Link climbs Death Mountain and seeks the Goron's Ruby, he should explore some additional areas in Hyrule, such as Kakariko Village and the Lost Woods.

Kakariko Village

Hearts: 4
Pieces of Heart: 2/36
Equipment/Items Found: Bottle
Songs Learned: —

The people of Kakariko Village live in the shadow of Death Mountain, a perilous volcanic peak. Once the home of Impa, Kakariko Village is still an odd little burgh with colorful citizens, including the cursed family that lives in the House of Skulltula. Before heading up Death Mountain, explore this village and the graveyard behind it. There are many wonderful secrets here sure to help Link on his adventure.



Kakariko's Denizens

House of Skulltula



Greed was the downfall of a wealthy family in Kakariko Village. As a result of their indulgence, the family was transformed into Skulltulas. The only way to break the curse is to recover Gold Skulltula Tokens, which requires hunting high and low for 100 Gold Skulltulas across Hyrule and its many dungeons.



As you collect Gold Skulltula Tokens, return to the cursed family's house. There are six tiers of rewards for gathering up these tokens, starting from a new wallet when you've defeated 10 Gold Skulltulas to a huge Rupee payday when all 100 have been vanquished.

NOTE

For the locations of all 100 Gold Skulltula Tokens, look at the maps in each walk-through chapter as well as the detailed list in the Secrets & Specials chapter.

Shopping

There are multiple shops in Kakariko Village, although the Potion Shop is not open during this initial visit. Only the Bazaar, which carries merchandise similar to the Bazaar in the Hyrule Castle Town Market, is open at this point. When you return as an adult, the Potion Shop is open and a young man on the left side of the village is paying Rupees for bugs and fish.

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Kakariko Bazaar

Item Name	Price
Arrows (10)	20
Arrows (30)	60
Arrows (50)	90
Bombs (5)	35
Deku Nuts (5)	15
Hylian Shield	80
Deku Stick	10
Recovery Heart	10

Kakariko Potion Shop

Item Name	Price
Blue Fire	300
Bottled Bug	50
Deku Nuts (5)	15
Fairy	50
Fish	200
Green Potion	30
Red Potion	30
Poe	30

NOTE



The shooting gallery in Kakariko Village is also under construction when you are a child. When you return as an adult, the gallery is open and you can test your archery skills. See the Minigames chapter for additional details.

Cucco Lady



Near Impa's House, you discover the Cucco Lady, a woman who has lost her Cuccos—seven of them, to be precise. (By the way, she's only out during the day so if you don't see her, go out to Hyrule Field and wait for the sun to come up.) The lady asks you to recover her lost Cuccos, which are spread across Kakariko Village.

Five of the Cuccos are pretty easy to collect. All you need to do is pick them up, carry them back to the pen next to the lady, and toss them inside. But two of them are trickier and require some fancy footwork and a little flight time.



Cucco 1: Collect the first Cucco near the entrance to Kakariko Village.



Cucco 2: Grab a Cucco and sail over to the platform with the fence, next to the House of Skulltula. Holding a Cucco lets you glide a little.



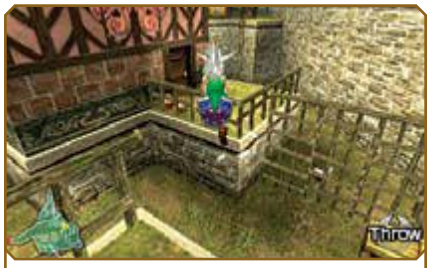
Cucco 3: There's one near the Cucco pen.



Cucco 4: Look for a Cucco near the guard to the Death Mountain Trail.



Cucco 5: Roll into the crate near the stairs to reveal a Cucco.



Cucco 6: Climb the lookout tower in the middle of the village. Now, side jump down onto the rooftop below. Or, grab a Cucco and jump off near the windmill so you sail down to the fence. Either way, you need to get behind the fences so you can grab the sixth Cucco.



Cucco 7: Climb the ladder in the back of the village, near the windmill, after you collect the sixth Cucco.



In exchange for throwing the seventh Cucco into the pen, the woman gives you a special prize: a **Bottle**. Now you can use this bottle to store potions, Lon Lon Milk, or fairies.

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Graveyard

Behind Kakariko Village lies a solemn graveyard, said to be haunted by some rather playful spirits—and even a few nasty monsters. Though the graveyard figures heavily into Link's quest later, there is ample reason to poke around the headstones now: to recover some useful treasures and learn a new song for the ocarina—one that can swap day for night and back again.

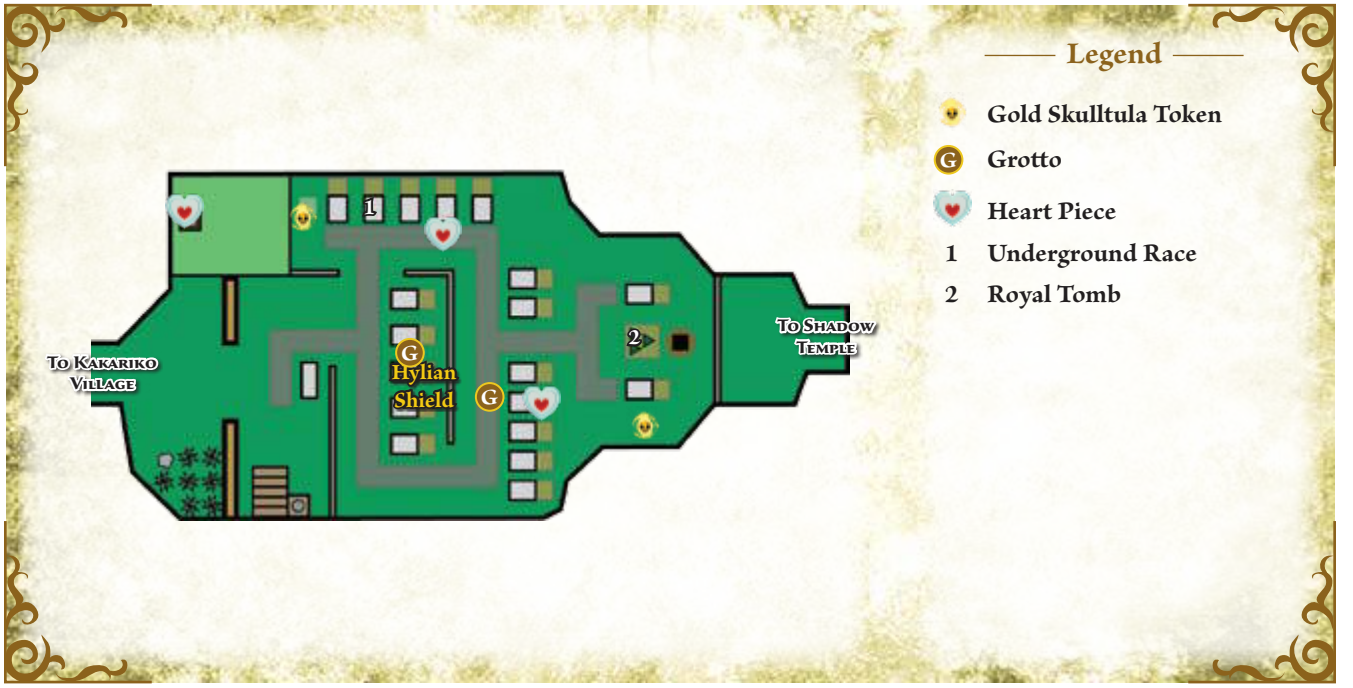
Death Mountain Gate



If you do not possess Zelda's Letter, collected at Hyrule Castle, this gate is locked and the guard refuses to grant you entry. (You skipped ahead, didn't you?) However, if you equip the letter and then show it to the guard at the gate, he willingly stands aside and lets Link start up the Death Mountain trail.

There is a catch, though. If you only have the Deku Shield, you won't get far up the trail. You need the metal of the Hylian Shield to protect against lava rocks that rain down from the sky. So make sure to get one of those first. You can buy one from the Bazaar for 80 Rupees, but there's a freebie in the graveyard behind Kakariko Village.

- Hearts: 4
- Pieces of Heart: 2/36
- Equipment/Items Found: Hylian Shield, Piece of Heart (x2)
- Songs Learned: Sun's Song



Exploring the Graveyard

Depending on when you enter the graveyard, you will see either Dampé the gravekeeper or a little boy pretending to be the odd man. Dampé comes out at night. He can dig up stuff from the ground, which is how you score a few treasures. At night, ghosts called Poes also haunt the graveyard.

Poe



Poes are mischievous ghosts that come out at night. When you look directly at them or get too close, they often disappear and then reappear somewhere nearby. The Poes attempt to smack you with their lanterns, but deflect the shot with your shield and then strike with your sword. Don't bother L-Targeting because that's likely to make them vanish. Once a Poe is defeated, you can capture it in an empty bottle and sell it for Rupees.

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Composed Ghosts



The first thing you need to do in the graveyard is seek out two restless spirits that help you learn the Sun's Song, the tune that swaps the sun and moon in the sky. Run to the far side of the graveyard and look for a huge headstone.



Read the smaller stones on each side of the center stone. When you check each stone, a ghost appears. These ghosts are the Composer Brothers, Sharp and Flat, spirits that once made beautiful music. But now they're just, uh, decomposing.



Target the Composer Brothers and slash away with your sword. Watch out for the spirits to spin and tag you with their lanterns. When defeated, each brother devolves into a simple little ghost who then tells you about their illustrious career and a special song they've hidden in the tomb below.



Now, stand on the Triforce symbol between the Composer Brothers' graves and play Zelda's Lullaby. The song removes the huge headstone, revealing a hole in the ground.

Royal Family Tomb



Dropping through the hole leads to a secret tomb. The first room is full of old bones—and bat-like Keese. The bars on the door opposite of you will not rise until you defeat all five of the Keese in the room, so use your slingshot to target them from a safe distance.

Keese

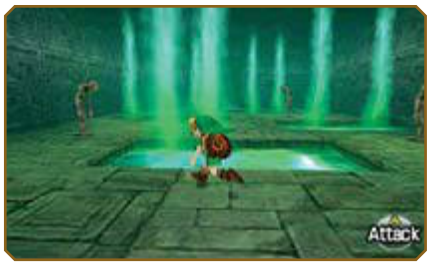


Keese are bat-like creatures that flit around you, looking for an opening to swoop down and strike. These are really easy to defeat with L-Targeting and a projectile weapon, but if one comes at you low and slow, a sword strike works just as well. Later in your adventure, you encounter variations on the Keese such as Fire Keese. Elemental-charged Keese like Fire Keese and Ice Keese attempt to damage you through contact. Defeat these Elemental Keese with one hit using a projectile weapon.

ReDead



ReDead are creepy zombies that don't move very fast—but then they don't really need to thanks to their special scream attack. When a ReDead spots you, it lets out a chilling screech that makes you freeze in your tracks if you happen to be looking at the ReDead. If the ReDead gets a hold of you, it starts gnawing away. ReDead are pretty dangerous this early in the adventure, so stay back. Right now, it's probably best to avoid them and wait until you have a better sword to actually engage. If you don't want to wait, it is possible to stun all the ReDeads by playing the Sun's Song.



In the next room, you spot a number of ReDeads. Avoid them for now. Step around the glowing green pools (they're poison) and give the ReDeads a wide berth.



At the end of the tomb, just beyond the ReDeads, you find an inscription on a stone wall. The inscription ends with a series of notes—this is the **Sun's Song**. Repeating the notes seals them in your memory so you can use the daytime-nighttime reversal tune whenever necessary. Now leave the tomb the way you came.

Sun's Song
Ⓨ, R, Ⓐ, Ⓨ, R, Ⓐ

Graveyard Treasures



Before exiting the graveyard, you should collect some of its hidden treasures. If it's daytime when you surface, you need to switch it back to night with the Sun's Song. The Dampé imitator will not let you disturb headstones. Once it's night again, attend to the row of headstones just below the Composer Brothers. Pull back the marked headstone (look at the map) to reveal another tomb entrance.

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Inside the small underground chamber, you must contend with ReDeads. Now that you have the Sun's Song, you can stun them. When stunned, just move behind the ReDead and swing away. Once the ReDead is, well, really dead, stand on the platform and perform the Sun's Song again.



Playing the Sun's Song down here reveals a chest containing a **Piece of Heart**.



The second **Piece of Heart** in the graveyard is hidden in one of the graves that Dampé must dig up (he only does so between the hours of 1800 and 2100, so if you're too early or too late, leave the graveyard and goof off in Hyrule Field until sundown). The catch here, though, is that the location of the Piece of Heart is random.



Stand in Dampe's way as he walks the graveyard. This forces him to stop. When he's standing right in front of a dirt patch, you can pay him 10 Rupees to dig. Now, you might get lucky and immediately find the Piece of Heart. But he digs up other treasure, too, such as 1, 5, or 20 Rupees. However, there's also a chance he'll dig up nothing whatsoever and you're out the 10 Rupees.

TIP

The graveyard is an excellent source for bugs, which are useful for forcing Gold Skulltulas to pop out of soil patches.





Finally, the last treasure to locate in the graveyard is a **Hylian Shield**. Go to the front row of graves and look for three flowers. Go behind the grave and pull it to reveal another hole. Fortunately, there are no monsters down there. Just open the treasure chest to score a free Hylian Shield, thus saving you 80 Rupees. Now you have the means to survive the fiery rocks that fall from the sky as you climb Death Mountain.

Lost Woods

(see map on the following page)

Hearts: 5
Pieces of Heart: 4/36
Equipment/Items Found: Piece of Heart (x2), Deku Seed Bullet Bag Upgrade
Songs Learned: —

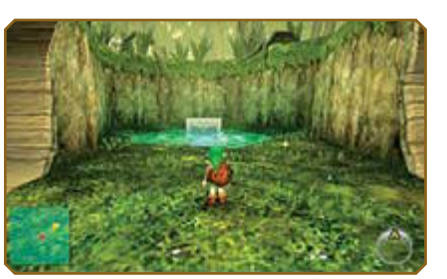
Above Kokiri Forest is the Lost Woods, a dangerous maze of trees and caves that have been known to thwart even the most intrepid explorer. Link needs to investigate the Lost Woods thoroughly to uncover treasures and the location of the Sacred Forest Meadow, where a dear friend waits.

Exploring the Maze

The Lost Woods area above Kokiri Forest is a somewhat tricky maze. We've mapped out the woods for you, but notice that there are some connections that seemingly go nowhere. They do go somewhere—right back to the beginning of the maze. Unless you follow connectors that lead to other rooms, you can end up going in circles.

Shortcuts & Secret Passages

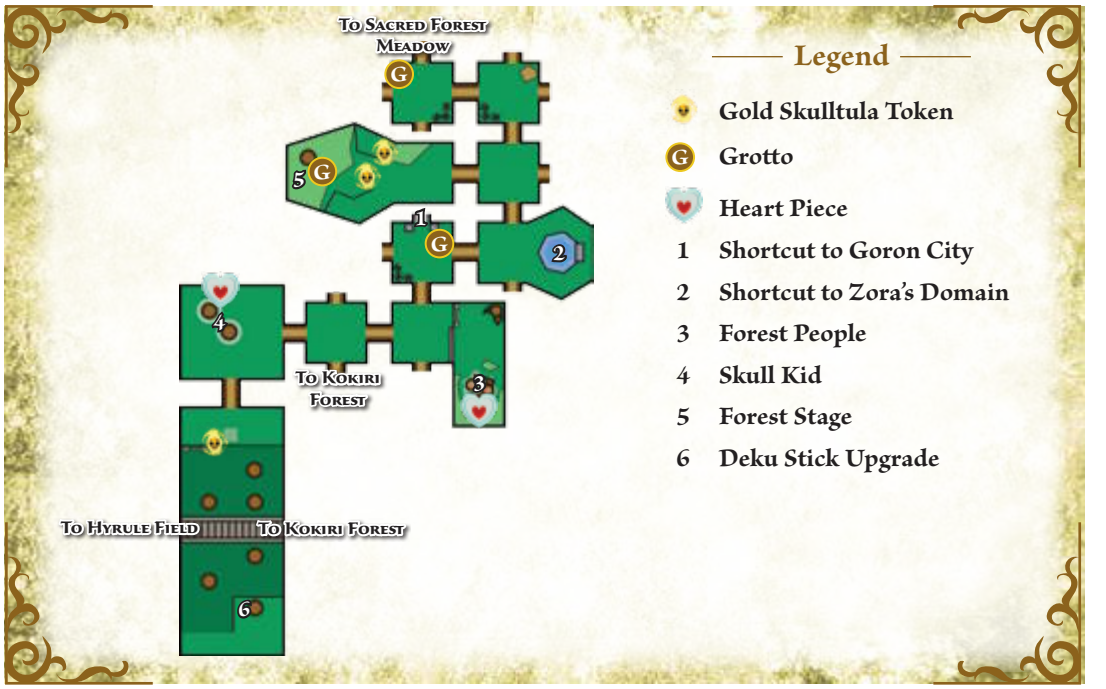




There are two shortcuts to Goron City and Zora's River within the Lost Woods, but you cannot activate them right now. They must be

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opened from their respective destinations before you can use them here. However, once they've been opened, the Lost Woods become a very handy shortcut across the expanse of Hyrule.

Skull Kid



The Skull Kid is a lonely fellow who appears on a stump when you get near him (as marked on the map). Right now, there isn't much you can do with the Skull Kid but L-Target and speak to him. However, once you learn Saria's Song in the Sacred Forest Meadow, return to the Skull Kid and he will give you a Piece of Heart.

Deku Stick Upgrade



Hang a left from the Skull Kid and cross this long room to find a Business Scrub, a special Deku Scrub that is far more interested in commerce than combat. Repel the Business Scrub's nut attack with your shield, bounce it back into it, and then speak to it. The Business Scrub offers to increase the number of Deku Sticks you can carry to 20 in exchange for 40 Rupees. Not a bad deal, really.

Bullet Bag & Play-Along





Now, in the room on the map marked with the Bullet Bag, pull out your slingshot and look for a target hanging from a tree branch. Shoot the center of the target three times with your slingshot. Your feat prompts a Deku Scrub to bobble out and give you a special upgrade for free: a **Deku Seed Bullet Bag**. Now you can carry up to 40 Deku Seeds for your slingshot.



Next, slide down the nearby ladder and step up to the stump. Two little fellows appear on the tree opposite you. They are excited to play a little game. If you can follow along with their songs, they will reward you with Rupees and a Piece of Heart. Just follow along with the song as the forest creatures add a note every time they play. If you can match them well enough, they finally give you the **Piece of Heart**.

Now follow the trail to the entrance to the Sacred Forest Meadow.

NOTE

There is a special Forest Stage in the Lost Woods you can use when you obtain either the Skull Mask or the Mask of Truth in the mask trading side quest. The Forest Stage and its potential prizes are fully explained in the Secrets of the Mask section of the Secrets & Specials chapter.

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Sacred Forest Meadow

Hearts: 5
Pieces of Heart: 6/36
Equipment/Items Found: —
Songs Learned: Saria's Song

Beyond the Lost Woods is the Sacred Forest Meadow. A labyrinth of hedges, vines, and rumbling boulders, the Sacred Forest Meadow is the gateway to an ancient temple. But before Link can even consider exploring the temple, he must seek out his friend Saria and learn a new song for his cherished ocarina.



Surviving the Meadow



You don't have to enter the Sacred Forest Meadow as young Link, but it helps quite a bit to have Saria's Song this early. When you first enter the meadow, you're attacked by a new monster: Wolfos. Adult Link can make short work of Wolfos, but as a child, you better use L-Targeting and your shield to dance around the Wolfos, repel attacks, and lunge when you see the opening.





Defeating the Wolfos unlocks the door leading deeper into the Sacred Forest Meadow. You must weave through the meadow, looking out for the Mad Scrubs, which are an angrier variation of the Deku Scrubs. These guys do not uproot and can instead be attacked where they grow. Deflect their projectiles and then get close enough to finish them off.



At the far end of the meadow, turn around to see a ladder. Now you can crawl up on the hedges in the meadow. Look for two Gossip Stones, which are good sources of fairies. But the secret grotto in the middle of the hedges is your main goal up here. This leads down to a Fairy Fountain. In there, you can heal up and bottle a fairy to go.

Wolfos



Wolfos are all fangs and claws. These monsters slide around you, looking for a chance to strike with their claws. Keep your shield up to repel the attack. As soon as the Wolfos backs away after a failed hit, swing your sword. That's the best time to get the Wolfos, or when it has its back to you... although that isn't very often unless you are dealing with a pack of Wolfos.

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TIP

When you run through the meadow maze as child Link, you don't have to fight the hulking Moblins.

TIP

When you develop the Scarecrow's Song at Lake Hylia as adult Link, play it in the meadow to make Pierre appear above the hedges. Now you can just Hookshot up to the scarecrow and avoid the Moblins as well as quickly access the Fairy Fountain.

Saria's Song
R, Y, X, R, Y, X

Saria's Song



When you climb the steps at the far side of the Sacred Forest Meadow, you discover Saria sitting on a stump, playing an ocarina. She's happy to see you and is willing to teach you a new song: Saria's Song. This song allows you to communicate with Saria from afar. She can then give you advice on what to do next. But Saria's Song also has other important uses, such as convincing Hyrule denizens to hand over treasures.

Skull Kid Revisited



Now that you have Saria's Song, return to the Skull Kid. Stand on the stump and play Saria's Song on your ocarina. The Skull Kid is delighted and gives you a **Piece of Heart**.

Now that you have a Hylian Shield, increased hearts, and some new songs, it's time to ascend Death Mountain and make a play for the Goron's Ruby.

Getting the Goron's Ruby

Now that Link has secured the Kokiri's Emerald and explored some of the more hospitable corners of Hyrule, it's time to make the push to recover the Goron's Ruby—the second Spiritual Stone. The Gorons are not likely to give up their greatest prize without witnessing a feat of bravery, so Link must trek up Death Mountain ready to do battle.

NOTE

You will return to several of these locations later in your adventure because Death Mountain figures heavily in the back half of the quest.

Death Mountain Trail

(see map on the following page)

Hearts: 5
Pieces of Heart: 6/36
Equipment/Items Found: —
Songs Learned: —

The towers of Hyrule Castle seemed high to Link, but they're absolutely dwarfed by the peak of Death Mountain. This once-active volcano hasn't blown its top in ages, but the low rumble of angry lava reminds the people who call it home—the Gorons—that nothing sleeps forever.

Making the Ascent

The Initial Climb



After showing the letter to the guard blocking the entrance to Death Mountain Trail, start your ascent. Right away, you encounter a new enemy: Red Tektites. These bouncing monsters are easily dispatched with one or two sword strikes, but when airborne, they can be a handful. Use L-Targeting and slash as the Tektite comes barreling down at you.

If you are surrounded by Tektites on the trail, stun them with a Deku Nut and then cleave them one by one to thin the herd.

Tektite



Tektites are familiar *Legend of Zelda* enemies. These jumping monsters are slow to notice an incoming enemy, but once they spot you, they are quite good at bearing down on you. Tektites attack only by jumping into you. Use your shield to deflect a bouncing blow and then counter with a sword strike. Projectile weapons work, too, but sometimes brute force is best.



Soon, you happen upon a sealed cavern. This is Dodongo's Cavern, where you must return very soon. Speak to the Goron next to the cavern entrance to learn a little about the Goron people. Of particular interest, though, is the mention of a Gerudo man sealing up the cavern with magic. Has Ganondorf been up here, too?

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NOTE

Gorons are a proud people, but not too prideful to turn down assistance when needed. Talk to the Gorons to get to know them better, learning about their hunger to eat rocks, curl up and roll around, and dance along to fun music.

Enter Goron City



The main entrance to Goron City is about halfway up Death Mountain. The trail continues next to Goron City, as noted by a Goron sitting next to a Bomb Flower. You have business atop Death Mountain, but right now is not the time to check the summit. Enter Goron City, which is just beyond the ring of stones.



The Goron next to the Bomb Flower will tell you more about Bomb Flowers and Dodongo's Cavern.

NOTE

You are unable to pluck Bomb Flowers just yet. You must enter Goron City and earn the Goron's Bracelet to have the strength needed to use Bomb Flowers.

After Obtaining the Goron's Bracelet



Once you have the Goron's Bracelet, you can pluck Bomb Flowers. Return to the Goron at the entrance to Goron City and lift the Bomb Flower. Drop the bomb over the ledge. It



lands next to the sealed entrance to Dodongo's Cavern. In a few seconds, the bomb blows and opens the cave. Now you can explore Dodongo's Cavern and help the suffering Gorons.

TIP



There's a patch of soft soil at the newly opened entrance to Dodongo's Cavern. Remember it because it will eventually lead to a hidden Piece of Heart. You just need some Magic Beans (found along Zora's River) and a lot of time.

NOTE

The trail to the summit of Death Mountain is closed off for now. Once you can store bombs in a Bomb Bag, you can blast the boulders blocking your path to the summit.

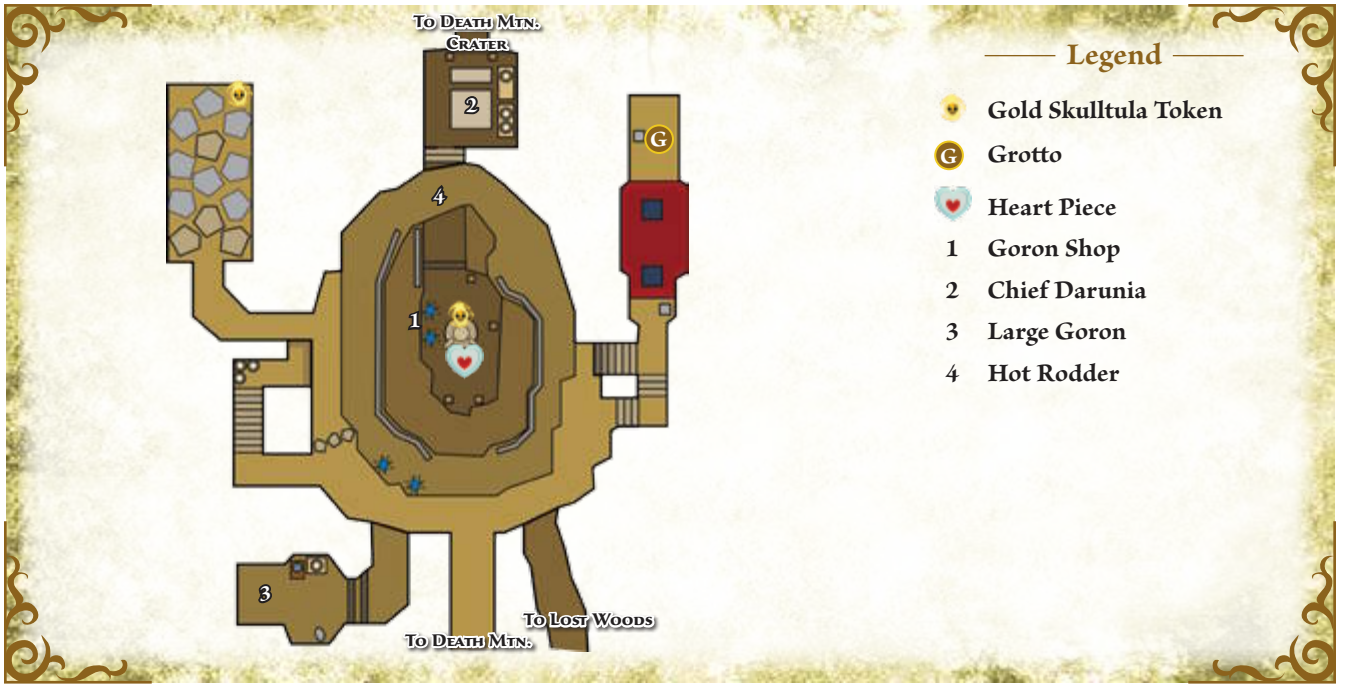
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Goron City

Hearts: 5
Pieces of Heart: 6/36
Equipment/Items Found: Piece of Heart, Goron's Bracelet
Songs Learned: —

Goron City is the seat of power for the Goron people, led by the good Chief Darunia. An intimate part of the Death Mountain ecosystem, Goron City has recently fallen on hard times due to a disruption in the Goron food supply. Darunia is determined to take care of the problem himself, but a little outside help is sure to be appreciated.



Home of the Gorons

Four Tiers



Goron City has four levels. Three rings circle the middle of the city, each connected by stairs. The stairs are noted by colorful posts. Green indicates the top level, the middle is blue, and the lowest tier is red. The bottom level of the city, noted by the revolving Goron-shaped pots, is distinguished with yellow posts. It's also where you will find Chief Darunia and the Goron Shop.



To cross this lava-lined room, accessible from the top and middle rings of Goron City, Link must have the Longshot. Play the Song of Time to make a time block appear. Stand on the time block and use the Longshot on the post at the opposite end of the room.



Several ropes hold a central platform in the middle of the city. Once Link is an adult, Gold Skulltula appears out in the center, near a pedestal that used to hold the Goron's Ruby.

Meet Darunia



You must find Chief Darunia and ask for the Goron's Ruby, but he's nowhere to be seen. Apparently, with all the trouble regarding the sealed Dodongo's cavern, he's locked himself up in his throne room. You need to gain access, but Darunia won't grant an audience for just anybody. So, stand outside his room (on the mat) and play Zelda's Lullaby on your ocarina. This identifies you as aligned with the royal family. Darunia's door then opens.

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Speak to Darunia. He's not exactly the friendliest fellow at first, and he claims the Gorons do not need outside help to deal with their problems. However, you can convince him that you mean well by pulling out your ocarina again and playing Saria's Song.

NOTE

If you skipped the Sacred Forest Meadow, use the shortcut to the Lost Woods, learn the song, and then come back.



Saria's Song defrosts your relationship with Chief Darunia. He's much more open after dancing to the hot tune.



After Darunia finishes his dance, he's willing to talk about the Goron's Ruby. He says it's an important treasure for his people, but he would be willing to give it to anybody who helped them with the Dodongo's Cavern situation. To help, Darunia gives you the **Goron's Bracelet**, which lets you pull Bomb Flowers.

Piece of Heart



After meeting Darunia, you can light a Deku Stick at a nearby torch. Do so and then quickly back out to the previous room. Light the four torches around the giant Goron pot. When you light the fourth torch, the pot starts spinning. Now, head up to the next tier of Goron City and hurl a bomb (plucked from a Bomb Flower) into the mouth of pot.



It may take a few throws. Try looking perpendicular from the trail and wait until the pot is swinging around. Just before it's directly in front of you, hurl the bomb. When it drops into the pot and explodes, a **Piece of Heart** and some Rupees pop out. Drop to the bottom floor and collect your prizes.

Goron Shop



After opening the door to Darunia, you have access to a torch. Ignite a Deku Stick at one of the torches and retreat to the previous room at the bottom of Goron City. Light the Bomb Flowers on the wall and blast open the entrance to the Goron Shop. Here, you can buy extra bombs, Red Potions, and even a Goron Tunic. The red tunic looks cool, but it's far too big for you...for now.

Goron Shop Inventory

Item Name	Price
Bombs (5)	25
Bombs (10)	50
Bombs (20)	80
Bombs (30)	120
Goron Tunic	200
Recovery Heart	10
Red Potion	40

Lost Woods Shortcut



On the second floor of Goron City (look for red posts), ignite the Bomb Flowers next to the boulders to blast open a shortcut to the Lost Woods. This useful shortcut is great for quickly running from Goron City to the Lost Woods, which is connected to Kokiri Forest. When you play the Biggoron's Sword trading game, this shortcut can come in quite handy.

Dodongo's Cavern

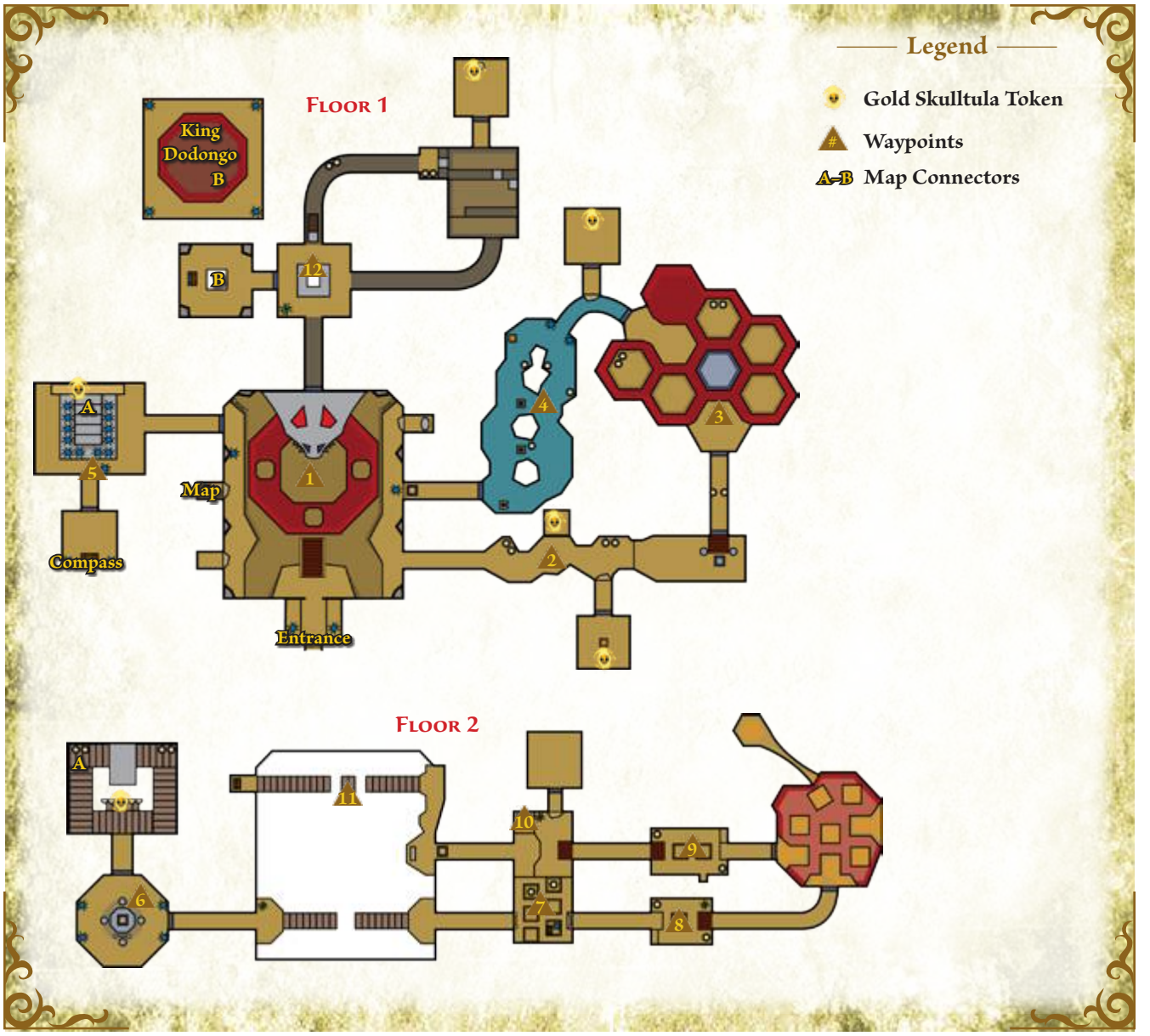
(see map on the following page)

Hearts: 5
Pieces of Heart: 7/36
Equipment/Items Found: Bomb Bag, Goron's Ruby
Songs Learned: —

Deep in Death Mountain lurks King Dodongo, leader of the Dodongo monsters. With King Dodongo preventing the Gorons from reaching their beloved rocks, it's up to Link to venture into this dangerous cavern and square off against the fearsome lizard. If Chief Darunia needed to see an act of bravery to hand over the Goron's Ruby, surely defeating the monster in the depths of this dungeon would do the trick.

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Map & Compass

1 Dungeon Map



Upon entering Dodongo's Cavern, you start in a large, lava-filled chamber. You will move through this room several times while exploring this dungeon. First, you need to access the central platform. Jump across the lava on the rising pillar. There's a Beamos on the middle platform. If you're fast, you can avoid its eye laser.



Immediately veer off to the left. Jump across the pillar before it drops too low and then hop over to the left side of the room. Pick up the Bomb Flower and deposit the explosive next to the breakable wall.

Beamos



Beamos are statues with rotating heads. The single eye on the head emits a harmful laser that burns a circular trail around the Beamos's body. If you stay out of its sight line, you can avoid the laser. Bombs are the best way to dispose of a Beamos, but when the body pops, the head bounces into the air. When it comes back down, it explodes.

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Now inside the small side chamber, open the treasure chest to retrieve the Dungeon Map.



Now that you have the Dungeon Map, cross to the right side of the room. Use on the Bomb Flowers to take out the Beamos on the middle platform if you like. Behind the breakable wall to the north, you find a Gossip Stone. Instead, bomb through the breakable wall in the southeast corner of the room.

2 Baby Dodongos



The jagged corridor looks empty at first, but when you take several steps inside, Baby Dodongos pop out of the ground. These itty-bitty lizards are easy to slash, but they explode before they expire. Keep back when they flash red to avoid getting caught in a blast.

TIP

Hit the Baby Dodongos when they group up so that when one explodes, it damages the other monsters.

Baby Dodongo



Baby Dodongos crawl out of the ground and attempt to slither after you. They damage you if they touch you. Though they are easy to defeat with your sword, that only activates an internal timer. Within seconds, they explode. Keep back when you see them flashing red because that indicates an imminent blast. (By the way, this blast can be used to open breakable walls.)



After taking care of the Baby Dodongos, keep moving. Climb up the ledge. There are two Armos statues next to a blue switch. That switch opens the nearby door, but it requires constant pressure. Push the Armos to the left of the trigger on top of the switch and then go through the unlocked door.



In the now-open hallway, take out the flying Keese and then go through the next door to enter a room full of dangerous Lizalfos.

3 Lizalfos



As soon as you enter this chamber, look out for a pair of new enemies: Lizalfos. These are the toughest monsters you've encountered yet. Fortunately, they do not attack at the same time. Jump out to one of the hexagonal platforms over the lava and lure a Lizalfos to you. Now, lock on with L-Targeting so you



do not accidentally step off into the lava. Use your shield to block incoming sword strikes from the Lizalfos. As soon as you deflect the blow, take a swipe of your own. A few of these exchanges will bring a Lizalfos to its knees.

NOTE

Eliminating both Lizalfos in this room opens the doors.

Lizalfos



These monsters have weapons and armor. Lizalfos use a sword to attack, but these strikes can be deflected with a shield. As soon as you block a hit, counterattack. You can soften them up with projectile hits, but a few sword strikes is usually all it takes to finish off a Lizalfos. Just beware—they typically travel in pairs.

TIP

On the way to the next room, you pass a breakable wall. Drop a bomb in front of it to reveal a Business Scrub that sells Deku Sticks.

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4 Dodongo Room



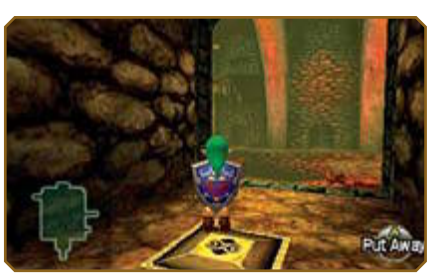
In this hallway, you encounter Dodongos. These monsters are more mature than the Baby Dodongos, making them tougher to fight. Even though they are slow, they are still hazardous. Their weak spots are their tails, so get behind one and swing your blade. This enrages the Dodongo and makes it spin around, so get back to avoid contact.



Look out for fire breath! When you see the Dodongo open its maw, get back—way back.

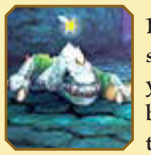


There is a series of torches in this room. After dealing with the Dodongos, light a Deku Stick at the lone lit torch and then ignite the others. When you ignite all of the torches, the bars on the exit door open.



The exit door leads back to the central room. However, there is a switch on the ledge. Step on it to unlock a door on the left side of the room, which leads to the Compass, and also the second floor of the cavern.

Dodongo



Dodongos are armored lizards that attack with fire breath. When you see a Dodongo rear back and open its mouth, get out of the way so you aren't roasted. These brutes are vulnerable on their tails, so swing behind them when they stand still and slash away. When you do hit the tail, though, watch out for the Dodongo to quickly rotate and lash out with its wounded tail.

5 Compass



A row of Bomb Flowers in the middle of this room has a suspicious gap in the center. That's where you need to plant a bomb of your own to make both lines of Bomb Flowers explode and lower the blocks that make steps up to the second floor of the dungeon. The Bomb Flower is to the south, which just happens to be next to a breakable wall.



Bomb the breakable wall and enter a room with a treasure chest and three Armos statues. The statue in front of the chest comes alive when you touch it. Use one of the Bomb Flowers in the corner to drop an explosive next to the slow Armos statue and blow it up. Once the path is clear, open the chest to receive the **Compass**.

Armos



Armos statues are immobile until you touch them. That's when they spring to life. (Not all of them are monsters, though. Some are legit statues.) Though you can retreat and wait for the Armos statue to deactivate and return to its original position, you'll likely need to destroy the Armos to reach a goal. Use bombs to blast the Armos.



After collecting the Compass, return to the stairs and climb up to the second floor.

Floor 2 / Getting the Bomb Bag

6 Look Out for Armos



The only way out of here is to trigger the switch in the center of the room, but it's surrounded by Armos statues and you can be sure that not all of them are lifeless. Plus, Fire Keese fly overhead. First, deal with the Fire Keese. L-Target them and take them out with your slingshot.



Circle around the switch and look for a ladder. Only touch the Armos in front of the ladder. Pull it away from the column and then climb up. Step on the switch. Now the door back out to the main room is open.

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Cross the bridge, jumping over the gap. Eliminate the Fire Keese first so one doesn't tag you on the bridge and knock you back down to the first floor.

7 Blade Traps



The next chamber is full of blade traps that slide across the floor. Fortunately, there are clear hallways and alcoves you can duck into as you cross the room. Use L-Targeting to peek around corners and verify if the coast is clear before running to the next safe space.



When you reach the ladder on the far side, you see that's it's too high to reach. However, pull out the block beneath the ladder. Now you have a ledge to climb up on and jump to the ladder.

TIP

Poke your head into the hole in the wall left by moving the block. There's a Recovery Heart inside.



Now, jump out to the pillar with the small treasure chest (20 Rupees) and a Bomb Flower. Pluck the bomb and throw it at the breakable wall above the ladder. Time the throw just right so it explodes when it hits the wall. Jump back to the ladder and go through the now-open passage.

8 Fire Puzzle



To cross this room, you must hit the eye switch on the far wall with your slingshot. Take aim and let fly with a Deku Seed. Poking the eye temporarily extinguishes the flames in the center of the room. Jump across the room and then enter a hallway loaded with Baby Dodongos.



In the following chamber, you're back in the sights of some Lizalfos. Use the same tactics as before, deploying your shield to block incoming hits and then counter with strikes of your own.

TIP



If you get into a little trouble in here, pick up the Recovery Hearts at the peninsula out over the lava.

9 Another Fire Puzzle





There are two fires to put out in this room, but this trap is a touch trickier. Yes, you still shoot the eye on the far side of the room with your slingshot, but that only puts out the first flame—and only for a few moments. Quickly jump to the first pillar and then turn left. Shoot that eye with your slingshot and then bound to the now-extinguished platform before the first fire sparks up again.

10 Bomb Bag



Jump across the pillars in this room to reach a treasure chest. It's the **Bomb Bag**. Now you can carry bombs (up to 20, to be precise), which is much more convenient than looking around for a Bomb Flower.

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Hop back to the ledge that leads to the central room. A switch nearby raises a pillar, creating a shortcut to the upper level if you ever need it.



Out on the ledge, you spy an inscription that says you must ignite Dodongo's eyes to open a hidden door. Now that you have bombs, you have the means to solve this little puzzle.

11 Red Eyes



Step out on the bridge extending across the giant Dodongo skull. There are two breaks in the bridge. Step to each gap and drop a bomb down through the hole. The bombs land in the skull's eyes. The explosions light the eyes on fire. When both are ablaze, the skull's mouth opens, revealing the path to the boss of the dungeon, King Dodongo.

TIP

Bomb the breakable wall on the far side of the bridge to find a treasure chest that contains 20 Rupees.

12 Finding the Boss



After stepping through the door in the skull's mouth, you're under fire by Fire Keese. Eliminate them and then hop down to the middle of the room. There's a hole in the floor, but no means to fill it just yet. So, hop up to the hallway leading off to the right.



In here, climb up the blocks to access the top of the walls that cross the center of the room. Follow the wall to a small alcove and jump down. Push the block through the hole to make a shortcut (in case you need to return later).

TIP

Get a bottle ready! One of the jars next to the block contains a fairy.



Follow the curved hallway until you reach a block. Push it down to the floor below.



Pull the block away from the wall and then push it into the hole in the center of the room. This unlocks the door that leads to King Dodongo.

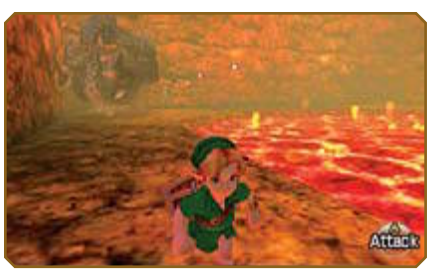


There is a breakable patch in the floor here. Place a bomb on it to create a hole in the floor. Before falling through the hole to reach the boss, open the treasure chest to stock up on bombs. You'll need them for this fight.

Boss: King Dodongo



King Dodongo is a monstrous lizard with two devastating attacks:



The beast will roll into a ball and circle the room. This would be easier to avoid if the center of the room wasn't filled with lava. However, there is a trick to this. If you get into one of the corners and stand flush against the wall, the rolling King Dodongo will just miss you.

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You can also avoid getting squashed by staying right up to the edge of the lava.



The second attack is to breathe fire. Your shield does nothing to repel this, so just get back as soon as King Dodongo rises up and opens its huge mouth. The catch, though, is that when it opens its mouth, it's also revealing its weak spot to you.



As soon as King Dodongo stops moving and turns to face you, L-Target it. The boss rises from the ground and opens its mouth to breathe a fireball at you. Just as it shows its teeth, throw a bomb into its mouth. When the bomb pops in King Dodongo's gullet, the boss falls to the ground, temporarily stunned.



Now get in there and deliver some sword strikes to King Dodongo's head!

TIP

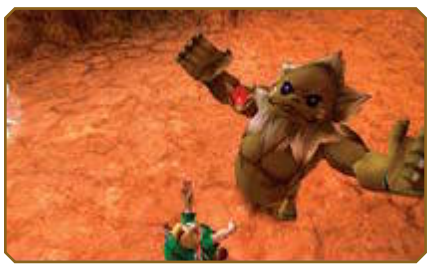
If you run out of bombs, just use the Bomb Flowers around the edges of the room.



Follow this pattern several times—avoid the rolling attack, throw a bomb into its mouth, and then slash at the stunned king. Soon, you claim victory over the fearsome boss. Your immediate prize is a Heart Container. Grab it before stepping into the blue light that warps you out of the dungeon and back to Darunia.

After Defeating King Dodongo

Hearts: 6
Pieces of Heart: 7/36
Equipment/Items Found: Big Bomb Bag, Piece of Heart (x3), Spin Attack, Din's Fire
Songs Learned: —



Darunia is a Goron of his word. In exchange for defeating King Dodongo and allowing the Gorons to continue their rich diet of fine rocks, he gives you the Goron's Ruby. Now you have two of the three Spiritual Stones.

At this point, there are a few things you can do before moving on to Zora's Domain in pursuit of the Zora's Sapphire. You can head back to the Death Mountain Trail and use your newfound bombs to find Gold Skulltulas. There are two things to find in Goron City now as well, so go here first.

Goron City



Inside Goron City, look for a Goron rolling around the second tier. That's Hot Rodder. You need to get him to stop for just a moment. The best way to do that is with a bomb. Stop Hot Rodder under the overhang by dropping a bomb in his path when he's several feet away. If you time the explosion just right, he comes to a full stop and unfurls. As a prize for stopping him, he awards you the **Big Bomb Bag**. Now you can carry 30 bombs—very useful.

Also inside Goron City, bomb the three boulders on the top level. This lets you enter a room full of boulders. Use bombs to blast the brown boulders. (The gray boulders are hard enough to withstand a bomb blast.) Blast the boulders going straight up the middle of the room to find two purple Rupees and a Gold Skulltula.

TIP

Come back here with the Megaton Hammer or Silver Gauntlet to lift the reddish boulders along the left side of the room and claim the huge Rupee worth 200.

Death Mountain Crater



This next part is completely optional right now. We're going to the summit of Death Mountain, a place you need to visit later in the adventure. But by going now, you can collect a Piece of Heart a little earlier than intended while visiting a Great Fairy Fountain to learn the Spin Attack. We'll show the map of Death Mountain Crater later in the walk-through (when we're going for the Fire Temple).

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Return to the entrance of Goron City. Blast the boulders that block the path to the summit. Now, start up the mountain trail. After a few moments, Death Mountain rumbles to life. Molten rocks fall from the sky in waves. When the rocks start to rain down, duck beneath the Hylian Shield and wait for the torrent to ease before attempting to climb a little more of the path.

CAUTION

If you try to use the Deku Shield to block the molten rocks, it catches fire and burns up.





Once you survive the gauntlet of lava rocks, you must climb a tall wall. Use your slingshot to shoot down the Skullwalltulas that lurk on the wall. When the way is clear, start up the wall. You may need to take a break on a small ledge and blast a Skull-walltula near the top of the wall.





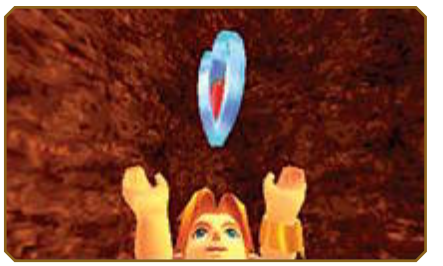
At the top of the wall, you see Kaepora Gaebora waiting for you. Don't talk to the owl just yet. First, blow up the boulder and unlock the Great Fairy Fountain. Walk inside and play Zelda's Lullaby to call the Great Fairy. She appears in a cacophony of laughter and blesses you with the new **Spin Attack**. Now you can spin to cut down multiple enemies in the event you are surrounded.



After leaving the Great Fairy Fountain, step through the hole to enter the Death Mountain Crater. You actually need the Goron Tunic to withstand the heat of the crater, but because that's too big for you right now, you can only be in the crater for a limited time before you're ejected (You'll see 1:52 on the timer the first time Young Link enters the crater). That's enough time to claim a Piece of Heart, though.



Step to the center of the ledge overlooking the lava. Walk off and then catch yourself. Crawl down. A small alcove in the wall contains the **Piece of Heart**. Claim it and



then quickly climb back up the wall. You may not make it, but that's okay. You're placed near the exit with one less heart. Now leave the crater.

Kakariko Village



Outside of the crater, talk to the owl and accept a ride down Death Mountain. Kaepora takes you all the way to Kakariko Village and drops you off on top of a house. That might seem unhelpful at first, but the owl just did you a big favor. You can now reach a Piece of Heart inside one of the Kakariko houses.





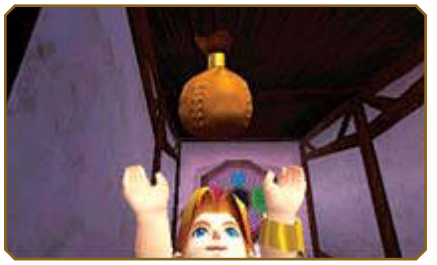
Drop off the roof onto the awning over the Cucco pen. Now step inside the house. You're in the cage with the cow and the **Piece of Heart**. Pick up the Piece of Heart and, if you like, play Epona's Song to the cow to collect some Lon Lon Milk.

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Hyrule Castle





With bombs, you can now unlock a Great Fairy Fountain back at Hyrule Castle. On your way into the castle, stop off at the market and play some games, such as Bombchu Bowling. One of the rotating prizes for winning Bombchu Bowling is a Piece of Heart. Consult the Minigames chapter for tips on beating this game.

TIP

Another prize for Bombchu Bowling: **Biggest Bomb Bag!**

NOTE

Whichever Bomb Bag you get first, either from Hot Rodder or Bombchu Bowling, is the Bigger Bomb Bag. The other source then gives you the Biggest Bomb Bag.

TIP

If you run out of Rupees to play minigames, return to the guardhouse and smash up those jars.



Now, slip back to the castle grounds. Climb the vines and cross the guard gate that blocks the road to the castle. Drop off the other side of the gate and walk to the dead-end road. Drop a bomb in front of a boulder at the end of the road to reveal the Great Fairy Fountain.



Inside the Great Fairy Fountain, play Zelda's Lullaby. The Great Fairy appears and rewards you with **Din's Fire**, your first magic spell. This spell creates a hemisphere of flame around you, which works to light multiple torches or wound monsters that surround you.

Now with all of these treasures in your possession, it's time to make a play for Zora's Sapphire, the third and final Spiritual Stone. Head out across Hyrule Field for Zora's River, between the entrances to Kakariko Village and Kokiri Forest.

The Zora's Sapphire

Link has two of the three Spiritual Stones: Kokiri's Emerald and Goron's Ruby. He needs the last of the trio—the Zora's Sapphire—to open the locked Door of Time inside the Temple of Time. The quest for Zora's Sapphire leads Link to the home of the Zora, an aquatic people to the west of Hyrule. Here, led by King Zora, the Zora also find themselves in need of a hero. The Gorons parted with their treasure in exchange for bravery. Perhaps the Zora will do the same?

Zora's River

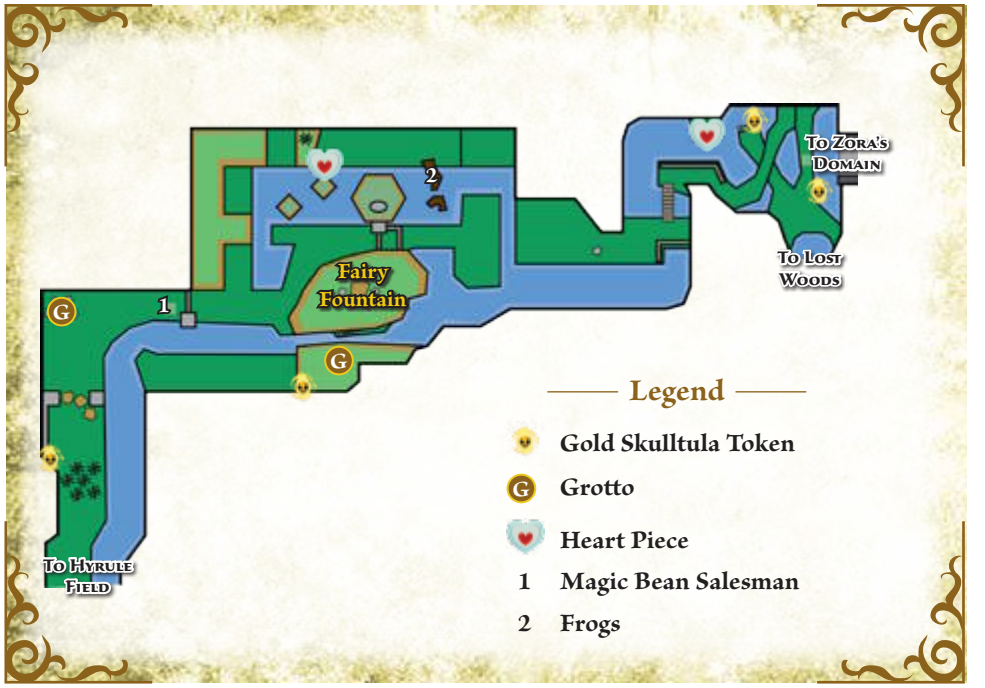
(see map on the following page)

Hearts: 7
Pieces of Heart: 10/36
Equipment/Items Found: Magic Beans, Piece of Heart (x2)
Songs Learned: —

Snaking westward from Hyrule Field, Zora's River leads curious explorers to the hidden entrance of Zora's Domain, the home of the Zora. Travel along the river leads to encounters with Octoroks and Tektites, so adventurers better be ready with sword and shield if they want to ever set foot in Zora's Domain.

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Getting Your Feet Wet

Magic Beans



Along the bank of the river, you encounter a portly man munching on some beans. He describes them to you as **Magic Beans** and offers to sell some to you. The first sale is only 10 Rupees. That's a steal. But there's a catch. Every subsequent purchase costs 10 Rupees more. There are 10 Magic Beans to buy, so by the time you buy the tenth set, the price is up to 100 Rupees.



You use Magic Beans in the soft soil patches around Hyrule. When you plant a bean as child Link, it just sprouts up a little. However, when you enter the Temple of Time and come back to them seven years later, they've grown into magical plants that spirit you through the air. These plants offer shortcuts and hidden treasures, including Pieces of Heart.

NOTE

For a full list of all 10 spots to plant Magic Beans and the prizes for doing so, see the Secrets & Specials chapter.

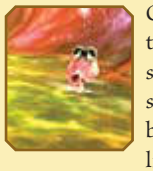
Hearts on the River



To reach Zora's Domain, you need to move upstream. The current is rather strong, so stick to the river banks and the winding platforms that arc over the water.

Undoubtedly, you've noticed a Cucco near the river. That is no accident—you need a Cucco to collect the Pieces of Heart found along the river. If you lost the Cucco, check the same spot a little later; the Cucco will reappear.

Octorok

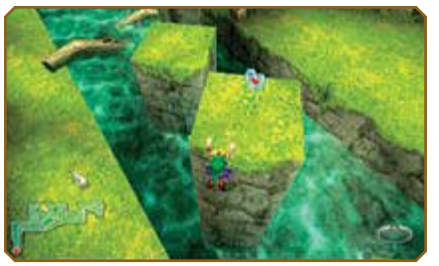


Octoroks pop out of the water and spit stones at you. These stones can be reflected back with a shield, but lining up the return volley can be a bit tricky. This and a ranged attack (slingshot, arrows) are the only ways to defeat an Octorok. If you wade into the water and try to use a sword, the Octorok slips back into the drink.

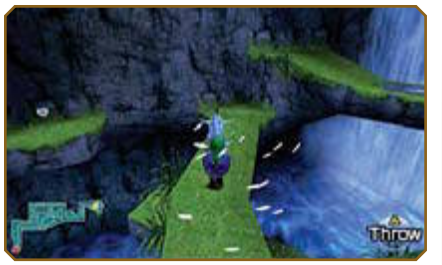
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The first Piece of Heart is not too far past the Magic Bean salesman. To pick it up, grab a Cucco. Now, run forward and launch yourself off the ledge. The Cucco lets you glide rather than fall. Just as you reach the next ledge, toss the Cucco so you can grab on to the edge. Climb up and then hop over to the nearby pillar to snag a **Piece of Heart**.





Now, take the Cucco to the highest arc over the river. Turn back to face the way you came. You should see the Piece of Heart on a narrow ledge. Jump toward the ledge with the Cucco still in hand. You easily glide over to the **Piece of Heart**.

TIP



After learning the Song of Storms later in your adventure, return to Zora's River and play for the frogs to earn a Piece of Heart. In fact, you can earn two Pieces of Heart from the frogs. But we'll get into that later...

Opening Zora's Domain



When you reach the waterfall at the end of the river, you're stopped cold. However, this is not a dead end. Look down at your feet to see the Triforce symbol on the ground. That means it's time to play Zelda's Lullaby. Play the tune on your ocarina and the waterfall parts. Now you can jump across the gap and slip behind the waterfall to discover Zora's Domain.

NOTE

If you don't jump to Zora's Domain right away, the waterfall closes again. No worries—you can always open it right back up with Zelda's Lullaby.



To collect the second Piece of Heart, pick up the Cucco again. Move up the river via the banks and platforms. (Watch out for Tektites that steadily move into the area. If you need to fight one off, throw the Cucco into a corner so it doesn't run off while you engage the enemy.)

Zora's Domain

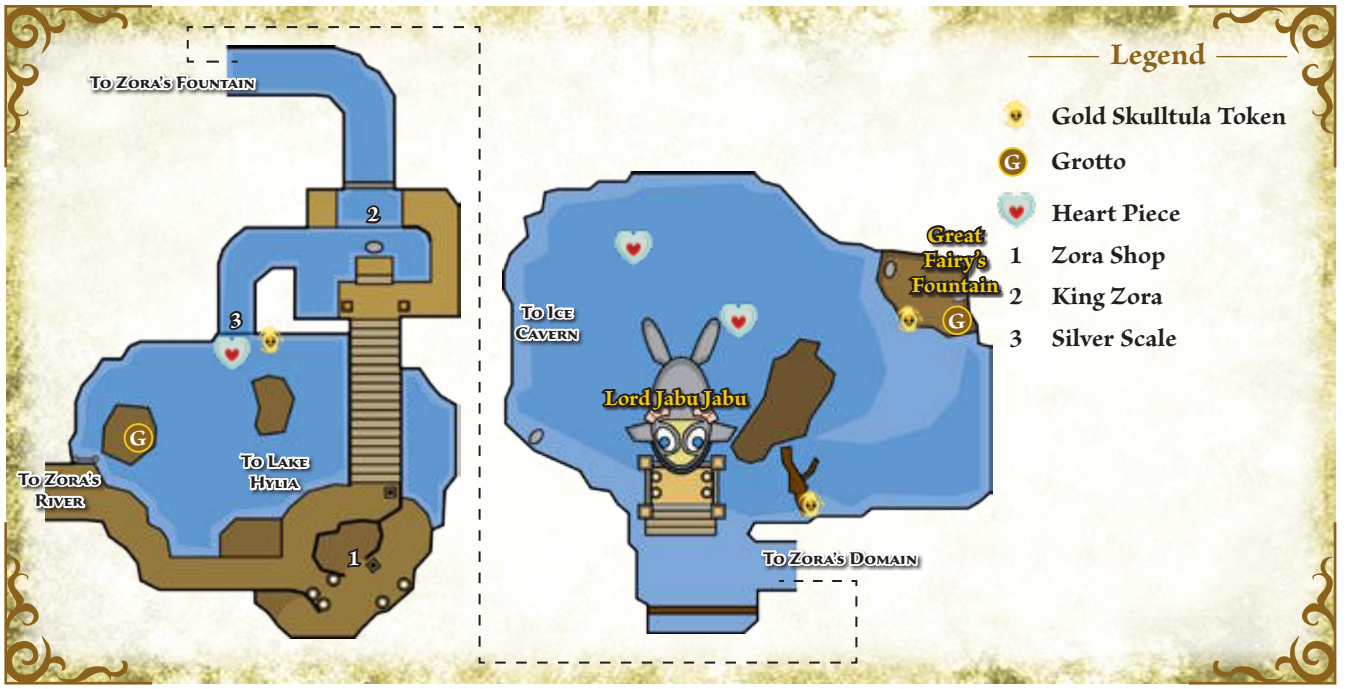
(see map on the following page)

Hearts: 8
Pieces of Heart: 12/36
Equipment/Items Found: Piece of Heart, Silver Scale
Songs Learned: —

Zora's Domain is the home of the Zora. This watery paradise is insulated to keep most out, but in these troubled times, even the private Zora are willing to accept help from an outsider. King Zora's throne sits atop the city, where he seeks assistance from a potential champion.

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Exploring the Domain

Piece of Heart



The first thing to do when entering Zora's Domain is seek out the Piece of Heart. It's in a treasure chest behind the waterfall, but until you light five torches, it remains invisible. To start lighting torches, run to the top of Zora's Domain and locate King Zora's throne.



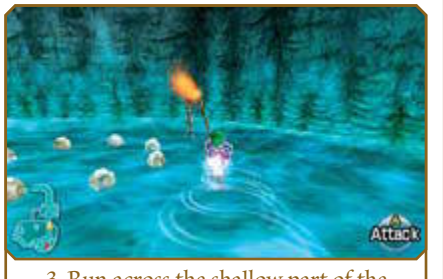
There is a lit torch up by King Zora. The second you ignite a Deku Stick, you need to start lighting torches because they go out after several moments unless all five are aflame. You may need to light a second Deku Stick on the way down, but to conserve, put away the Deku Stick before it burns up. Here's the order of the torches:



1. At the bottom of the stairs that lead up to King Zora.



2. Next to the Zora Shop, which is at the bottom of the domain.



3. Run across the shallow part of the water and look for a torch next to a circle of small stones.



4. Finally, light the two torches behind the waterfall. Be mindful of the depth of the water. If you step into deep water, the Deku Stick goes out.



After the fifth torch is ignited, a treasure chest appears behind the waterfall. Open it up to claim another **Piece of Heart**. Now, return to King Zora to seek out another special treasure.

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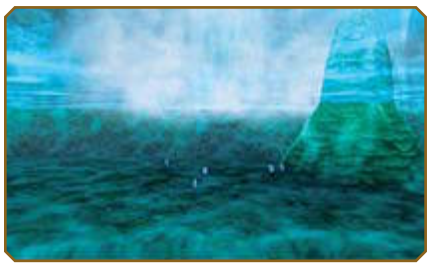
Take a Dive



Next to King Zora's throne is a tunnel. Follow it out to the edge overlooking Zora's Domain. A Zora standing next to the edge offers a diving challenge. If you can complete his diving minigame, he will give you a prize: the Silver Scale. The cost to play is 20 Rupees.

NOTE

This is not an optional minigame. The Silver Scale is essential for your quest.





The Zora throws five blue Rupees into the water below. You have 50 seconds to dive down there and collect all of them. As soon as the timer starts, leap off the ledge and into the water. Swim over a Rupee and dive down. Swim around while underwater (you don't have much time) and pick up any nearby Rupees. Move quickly because those 50 seconds go faster than you might think.



As soon as you have collected all of the Rupees, return to the Zora. He gladly hands over the **Silver Scale**. This prize allows you to dive twice as deep, which is important for accessing underwater passages and treasures, such as a special bottle in the depths of Lake Hylia.

NOTE

Speaking of King Zora, he's not much help right now. So dive back into the water and swim through the hole to take a shortcut to Lake Hylia. To obtain the letter, follow the steps in the "Bobbing for Letters" section on the next page.

After Getting the Letter



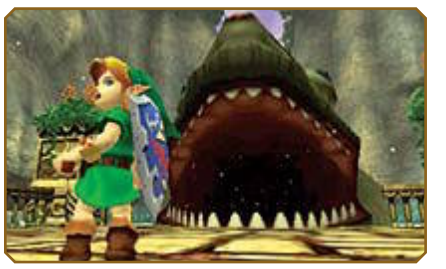
Walk back up to King Zora and present him with the message in the bottle. It contains a letter from Princess Ruto, the king's missing daughter. He asks you to go find her. The king then scoots aside, opening the way to Jabu-Jabu, the living deity of the Zora people. You also get to keep the now-empty bottle.





However, you need to collect a fish in that bottle so you can tempt Jabu-Jabu into opening its mouth. Take the bottle to the water at the bottom of Zora's Domain. Equip it. Swim over to the fish in the shallow water near the waterfall and use the bottle. This snatches up a fish. With this bottled fish now in your inventory, go back up to King Zora and access the fountain behind his throne.





Behind the throne is Zora's Fountain, where Lord Jabu-Jabu sits. Stand in front of Jabu-Jabu and drop the fish on the ground in front of his mouth. The leviathan opens its mouth to swallow the fish, but in the process, it inhales you, too. Now you're inside Jabu-Jabu, which sounds like a bad place to be, but it turns out it's a great bit of luck.

Lake Hylia

(see map on the following page)

Hearts: 8
Pieces of Heart: 13/36
Equipment/Items Found: Letter in a Bottle, Piece of Heart
Songs Learned: Scarecrow's Song

The majestic waters of Lake Hylia offer some of the best fishing in the realm. This watering hole is connected to Zora's Domain and the Lost Woods through some clever shortcuts.

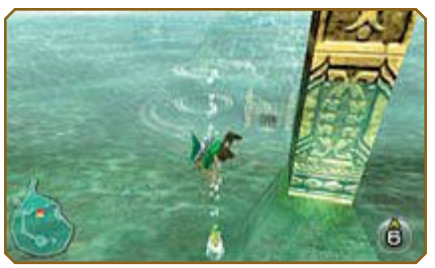
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Just a Day at the Lake?

Bobbing for Letters



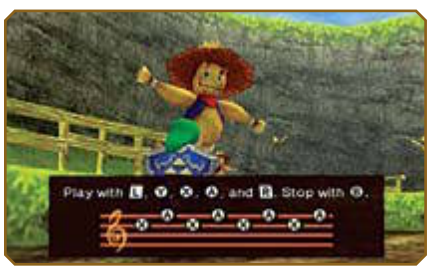
Upon surfacing in Lake Hylia, look back out to water. Navi dances around a particular spot in the lake. Swim out to Navi and then dive down. With the Silver Scale, it's no problem to dive down and reach the object that attracted Navi's attention.



It's a bottle—but it's not empty. There's a **letter** inside the bottle. You must take this letter back to King Zora, but before returning to Zora's Domain, there are a few things you can (and should) do at Lake Hylia.

Scarecrow's Song





Swim over to dry land. There is a garden patch on the bank of Lake Hylia. Two scarecrows stand watch over the crops. You can actually speak to the lower scarecrow, named Bonooru. Bonooru is rather fond of music. He'd love to hear a new tune from you, so pull out your ocarina.

Unlike other songs, there are no set notes for what ends up being the **Scarecrow's Song**. You get to make up your own song here out of eight notes. But you better make sure it's something you can remember.

TIP

While there is little to do with this song right now, it comes in handy in later years. It turns out that the scarecrows indeed never forget this song. When you play it in special places, the other scarecrow, Pierre, pops up. Then you can use him as an anchor for your Hookshot or Longshot.

NOTE

The laboratory on the overlook is another place that doesn't factor into your adventure right now, but is definitely a spot you'll visit much later.

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Fishing Game



Look out across Lake Hylia. There's a shack on the shore not too far from the laboratory on the overlook. Swim out to the shack and step through its door to access the fishing pond. An entire minigame out here revolves around fishing.



We cover the fishing minigame in the Minigame chapter, but be advised that you gain a Piece of Heart for participating in this activity. You need to pay the fisherman at the counter 20 Rupees to rent a rod. Then, go to the edge of the pond and cast a hook into the water. If you reel in a 10-pound catch and take it to the counter, you win a **Piece of Heart**.

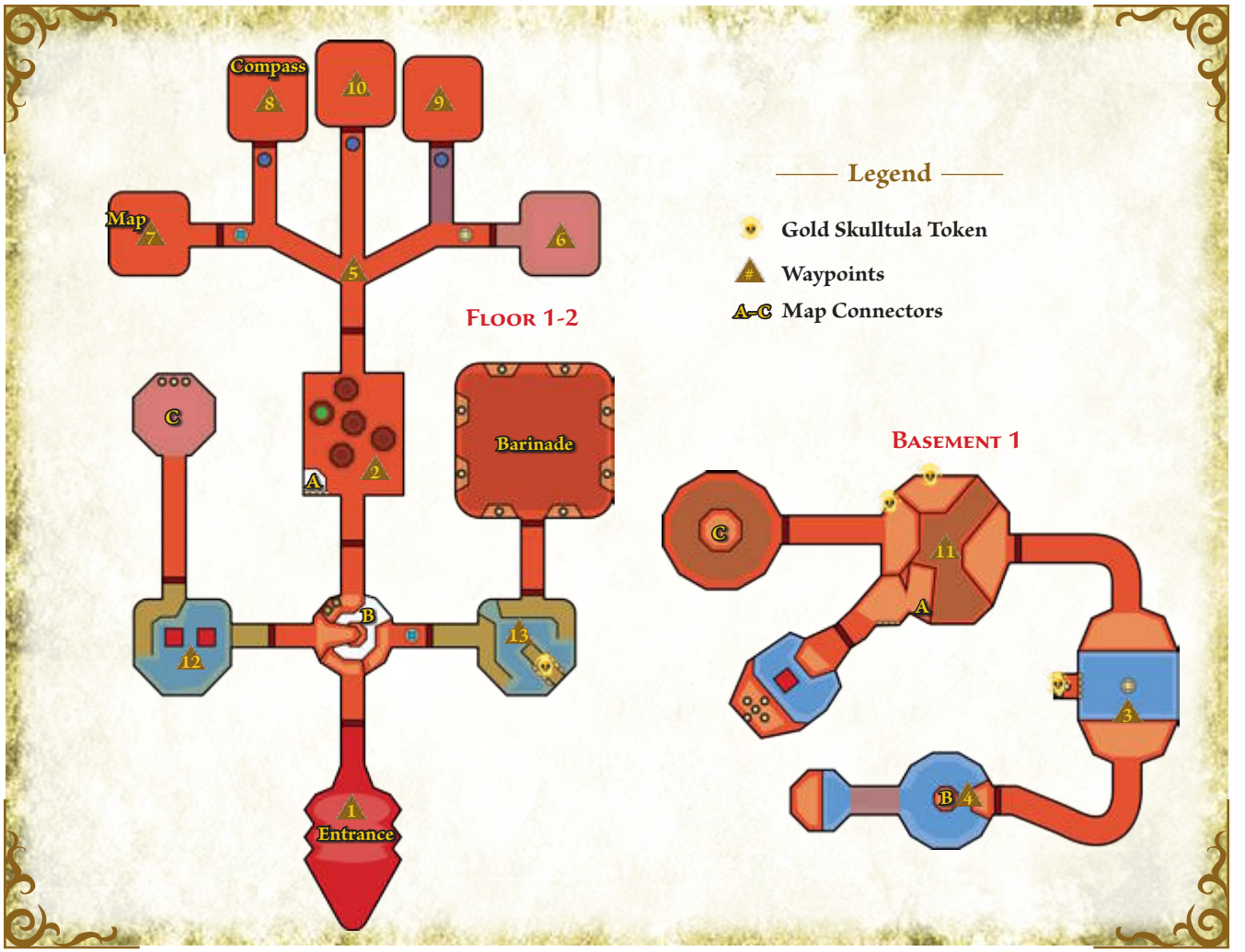


To be sure, this is not easy. Landing the big catch takes patience and practice. Not only do you have to find the big fish (look near the logs first), but you have to actually reel it in and not suffer a line break.

NOTE

The running Piece of Heart count assumes that you collected the Piece of Heart from the fishing minigame at this point.

Inside Jabu-Jabu's Belly



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Hearts: 8
Pieces of Heart: 14/36
Equipment/Items Found:
Boomerang, Zora's Sapphire
Songs Learned: —

Finding the Princess

1 The Mouth That Roared



In Jabu-Jabu's mouth, you are immediately confronted by Shabooms and Octoroks. Wade into the water and use your shield to reflect the Octorok's stones back at them. If the Shabooms get too close, slash at them with your sword.

Shaboom



Shabooms are weak little enemies that float through the air. They are easy to both defeat and avoid. A simple sword slash or roll will eliminate a Shaboom.



The door leading deeper into Jabu-Jabu is covered with a strange membrane. Turn around and look at the roof of the mouth. A uvula hangs from the ceiling. Shoot it with your slingshot to remove the membrane and move deeper into the frightening fish.



Inside this circular room, you can either engage the Biri (the jellyfish-like creatures) or move around the half-circle platform and exit through the door in the rear.

Biri and Bari



There are many shocking Biri and Bari floating around in Jabu-Jabu's belly. These creatures attack by touching you and discharging electricity, which does a decent amount of damage and temporarily freezes you. Use your sword to eliminate them up close, but just stunning them with a Deku Nut or attacking from afar works, too.

2 Princess Ruto



The next room is filled with Bari, holes in the floor, and an errant princess. Wait a moment—that's Princess Ruto. And she's a spoiled little girl! Ruto says she doesn't need your help and runs away, but instantly falls right down one of the holes in the floor. Follow her through the hole.



When you drop into the basement level of Jabu-Jabu and speak to Ruto, she finally relents. She will let you help. You just have to carry her around—that's her condition for deigning to accept your assistance. Well, you made a promise to King Zora, so you're just going to have to play along. Take Ruto through the nearby door.



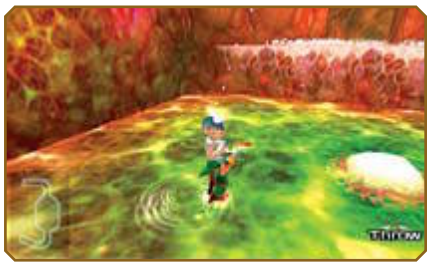
Your chariot, milady...

CAUTION

When you carry Princess Ruto around, you hold her over your head. You can set her down on a switch and she stays put. However, if you put her down anywhere else or she's injured by an enemy, she returns to this spot.

Basement

3 Water Puzzle



After walking down the corridor lined with Shabooms (did you try throwing Ruto into them?), you enter a room with a pool. There is a switch in the middle of the water, but it's surrounded by a handful of Stingers. Stingers are tricky menaces, because they like to pop out of the water and attack with little warning.

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TIP

Try L-Targeting the Stingers, and then throw Ruto at them just before they surface.

Stinger



Stingers are ray-like fish that live in the water. To attack, they quickly pop out of the water and attempt to ram you. While exposed, they are easy to hit with a sword or an L-Targeted projectile weapon. In the water, though, they are tougher to get. Move close and goad them out of the water so you can land a successful attack.



Drop down into the water and then throw Ruto on the opposite bank. She'll stay put while you walk over and step on the switch. This raises the water. Now you, too, can swim back across and climb out of the pool.



See that wall with the webbing? Not only is there a Gold Skulltula on it, but if you climb up, one of the breakable jars on the upper ledge contains a fairy.



The next hallway contains a handful of Shabooms. Use your slingshot to shoot the uvula hanging from the ceiling to remove the membrane and exit through the far door.

4 Elevator Room



An elevator platform in the center of this chamber leads you back up to the first floor of the dungeon. But first, you need to deal with the Octorok in the water. Set Ruto down next to you and then raise your Deku Shield to bounce the rocks back at the Octorok. Once the Octorok has been defeated, ride the elevator back up with Ruto in tow.

Tentacle Trouble

5 Fork in the Guts



As you press farther back into Jabu-Jabu, you reach a major fork in the road that splits off into five directions. Before you can explore those other paths (which lead to the Dungeon Map and Boomerang, by the way), you need to dispense with at least a couple of the Tailpasaran at the juncture. You need a safe route to carry Ruto to a switch.

6 Boomerang



Now walk to the right. There is a switch on the ground, but it requires extra weight to trigger. Hold Ruto and step down on the switch, which removes the membrane from the door directly in front of you. Now step through the door and fight the four Stingers moving about the floor.

CAUTION

Notice that the floor in the hallways seems to be moving? A slight current on the ground draws you back to the center of the juncture. If you set Ruto down on it, she drifts into danger.



After you defeat the Stingers, a treasure chest appears in the center of the room. It contains the **Boomerang**. Equip the item to one of your action buttons, pick up Ruto, and exit back into the hallway. Now you need to pick up the Dungeon Map on the other side of the juncture.

Tailpasaran



These flying snake-like creatures lurk in the ground. As you close in, they pop out of the floor and start floating around, extending an electric tail. That tail is where you need to hit this monster to defeat it. You'll get quite a shock if it touches you. The Boomerang is a good tool for defeating these beasties.

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7 Dungeon Map



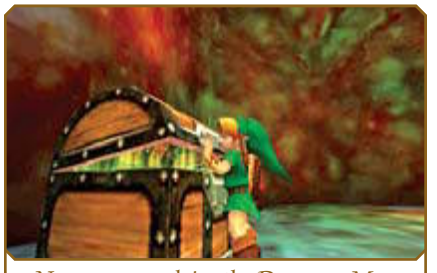
The switch on the floor here requires constant pressure to remain triggered, so you need to set Ruto down (gently) on top of the switch. This opens the door that leads to the room with the **Dungeon Map**. Easy-peasy, right?



Wrong. Inside this room, a huge tentacle drops down from the ceiling and starts lashing about. You must defeat this tentacle, but it's way too big for a sword or slingshot attack. L-Target the tentacle and then let fly with your Boomerang. It arcs through the air and strikes the tentacle. After four hits, the tentacle drops and is destroyed.

NOTE

The tentacle will retreat into the ceiling between hits. Step closer to the center of the room to coax it out of hiding.



Now you can claim the Dungeon Map from a newly visible treasure chest. Return to Ruto.

8 Compass



Something's happened. When you defeated the red tentacle to retrieve the Dungeon Map, the tentacle blocking this door has also vanished. It seems the tentacles in this section of Jabu-Jabu are connected in pairs. Eliminating one half makes the other disappear. Step through the door here and defeat the Shabooms within. When the last Shaboom has been popped, a chest appears. It contains the **Compass**.

9 Blue Tentacle

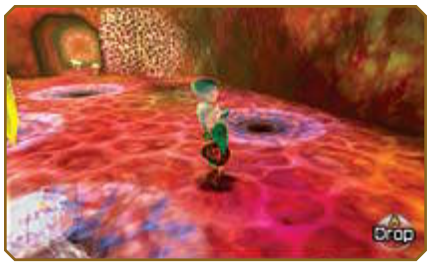


The door here is also now open. Step inside and set Ruto near the opening. (Remember, if you drop her outside and then go in, she gets mad and retreats to her starting position.) There is another tentacle hanging from the ceiling, but this one is blue. Defeat it with four Boomerang strikes, just like the red tentacle.

10 Green Tentacle



Neutralizing the blue tentacle opens the way to get through the central door at the juncture. Now you can step inside, set Ruto down, and lay waste to the green tentacle flopping from the ceiling. Just do yourself a huge favor and take out the Biri flitting around the chamber first so you don't have to juggle them with the tentacle.



By defeating the green tentacle, you can now slip down a newly opened hole in the room with all the vortices in the floor. (This is the room where Ruto fled when you initially found her.) Drop through the hole to end up back in the basement.

Bigocto's Surprise

11 The Zora's Sapphire!?



The hole leads down to a room with two Gold Skulltulas you can eliminate by any means, but only your Boomerang will retrieve the Gold Skulltula Tokens. There is only one way out of this room, so follow the hallway to the left to enter a round chamber.



Princess Ruto sees the Zora's Sapphire on top of the platform in the center of the room. Throw her up to the Spiritual Stone. But as soon as she nabs it, she's lifted skyward—and you're left dealing with a nasty Bigocto.

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The Bigocto chases you around the circular chamber. You cannot press your body against the central platform because it's lined with spikes. You have to stand your ground to a degree and fight the Bigocto head-on. Stun it with your Boomerang! This will open a window where you can rush in and slash away with your sword.





There's an easy rhythm to this fight. Let Bigocto come at you. Hit him in the face with your Boomerang. This stuns him, but he's still facing toward you and his face is not his weak spot. However, when he shakes it off, he increases his speed, and he may turn around to move the other direction. If he turns around, hit him again with another Boomerang strike. If he charges you, hit him with the Boomerang before he hits you. If he does hit you, he will turn around and you can strike with your Boomerang.



Now, when Bigocto collapses, the weak spot on his back side is exposed. Run up and strike it before he recovers from the stun. Now repeat until he's cooked.

TIP

If you use a jump attack, you deal more damage and can finish the battle faster.

TIP

Pick up the three Recovery Hearts Bigocto drops before hopping up on the platform to chase down Princess Ruto.

TIP

The middle jar at the top of the elevator ride contains a fairy.

Making a Move on the Boss

12 Jiggly





The pillars that lead across the muck in this chamber are a little wiggly to step on. However, if you hit them with your Boomerang, they temporarily turn rigid. Now you can jump across them to return to the central room of the dungeon.



When you drop back down to the lower floor, the sliding platform completes the bridge to the locked door to the right. The switch that controls the membrane needs constant weight, so pick up one of the crates along the wall and set it down on the switch. Now step through the door.

13 Tough Switch



Upon entering this room, use your Boomerang to rid the place of the Biri. Then, climb the webbing on the wall. When you reach the top, look out to see the switch that removes the membrane from the door that leads to the boss of the dungeon.



Small problem: the switch is behind some webbing, too. This is when the Boomerang really proves its worth. Stand facing the switch, L-Target it, and throw your Boomerang. It arcs behind the webbing and hits the switch. Now you can drop back down and visit Barinade, the boss of this dungeon.

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Boss: Barinade

Barinade is a parasitic jellyfish monster with huge tentacles and horrific shock attacks. Sounds intimidating to be sure, but you have the tools to bring this brute down to size.





First, make Barinade disconnect from the room's roof, where it appears to be drawing energy from its host. L-Target the tentacles and then slash through them with your Boomerang.



Between each strike, back off and avoid Barinade's electrical attacks. Fortunately, they don't extend too far out from the main body.

TIP

Several jars around the outer edge of the room contain Recovery Hearts.



When Barinade detaches from the ceiling, it drops down and releases some jellyfish that lazily float around the room. Touch them and you get a shock. Also shocking: Barinade releases an energy beam that circles its body. Stay back!

Use Deku Nuts to quickly clear the jellies.



Once the jellyfish are gone, you have a shot at Barinade's body with your Boomerang. Target Barinade and strike it with the Boomerang to stun it. Then you can rush in and deliver a few sword strikes.



After Barinade recovers, it goes on overdrive for a few seconds. It releases four jellyfish, each connected to the main body by an electric tether. Then Barinade goes on spin cycle. Avoid the boss during this move as you just cannot get a hit in until he slows back down and releases the jellyfish into the room.



Barinade's last defense is to sink into the floor and fire electrical beams at you. Run away from Barinade to avoid the beams, but keep on eye on it so you know when it rises from the floor. As soon as you see the body, stun it with a Boomerang attack and then zoom in to slash away with your blade.



It takes several cycles to finally defeat Barinade, but when you do, the parasite pops and leaves behind both a Heart Container and the blue warp pad. Princess Ruto waits for you in the blue light. After collecting the Heart Container, catch up with Ruto...who seems to think you took your sweet time rescuing her.

After Defeating Barinade

Hearts: 9
Pieces of Heart: 14/36
Equipment/Items Found: Farore's Wind, Pieces of Heart (x3)
Songs Learned: —

Princess Ruto's Change of Heart



When you surface back in Lake Hylia with the princess, she takes a much different tack with you. No longer standoffish, Ruto is downright charmed by you. In fact, she thinks you might be the person she was meant to spend the rest of her life with. And as an engagement present of sorts, she hands over **Zora's Sapphire**. You now have all three Spiritual Stones and can open the Door of Time inside the Temple of Time.

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But...

Let's do some collecting first, because once you access the Temple of Time, it takes a while before you can return to child form. So, instead of hurrying off the Hyrule Castle just yet, remain at Zora's Fountain.

Zora Fountain's Great Fairy Fountain

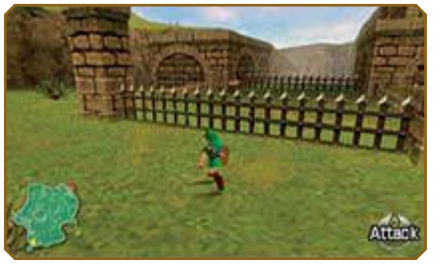


Swim over to the small bank on the far side of the fountain. There are boulders on the shore. Come ashore and place a bomb next to the big gray boulder. When the bomb goes off, the wall behind it is destroyed but the boulder remains. (You need the Megaton Hammer to smash it—but that comes much later.)



Enter the hole behind the boulder to discover a Great Fairy Fountain. The Great Fairy is summoned with Zelda's Lullaby and gives you the second magic spell: **Farore's Wind**. This spell lets you create a warp point inside a dungeon. When you use Farore's Wind from a different location, you can teleport back to the warp point that was previously created.

Hyrule Field Piece of Heart





Just outside Lake Hylia, in Hyrule Field, is a fenced-off area. Drop a bomb in the middle of the fences. This opens up a secret grotto. When you enter the grotto, a Business Scrub offers you a **Piece of Heart** for just 10 Rupees. Buy it.

TIP

Use the Gold Skulltula guide in Secrets & Special to make sure you don't accidentally drop Magic Beans in a hole that would release a Gold Skulltula if you first used bugs. All three of these holes have Gold Skulltulas in them, so drop bugs in first to claim the tokens and then plant Magic Beans.

Magic Beans

This is a good time to plant some Magic Beans around Hyrule so you can use the magical plants after you complete the Temple of Time. Go to the entrance of Dodongo's Cavern, the laboratory at Lake Hylia, and the graveyard behind Kakariko Village. Plant Magic Beans in each soil patch.

Gerudo Valley Entrance

Gerudo Valley doesn't come into play until much later in your adventure, but there are two easily found Pieces of Heart near the entrance to Gerudo Valley that you should grab now to boost your overall life by one full heart.



We'll go into deeper detail with Gerudo Valley soon, but for now, just go to the opposite side of Hyrule Field from Zora's Domain and enter the mouth of the valley. This leads you to a bridge that spans a canyon. Pick up the Cucco walking near the bridge and carry it over your head. Stop when you are halfway across the bridge.



Face the waterfall and jump off. Glide toward the middle of the waterfall. A secret room behind the waterfall contains a **Piece of Heart**.



You have to swim down the river and then scramble back to Gerudo Valley to claim the second Piece of Heart. Again, grab a Cucco and go to the middle of the bridge. Now, look off in the other direction from the waterfall. Jump out and sail for the small ledge with a crate.



When you land on the ledge, release the Cucco and roll into the crate. This reveals another **Piece of Heart**. By now, you should have 17 Pieces of Heart total, which means you have 10 full hearts. That puts you in great shape to head to the Temple of Time and begin the back half of your adventure, where the going gets much tougher.

Next stop: the Temple of Time!

NOTE

This is also an opportunity to complete the mask-trading game, which is detailed in the Secrets & Specials chapter.

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The Temple of Time

Now that Link possessed the three Spiritual Stones—Kokiri's Emerald, Goron's Ruby, and Zora's Sapphire—he had everything he needed to return to the Temple of Time and throw open the Door of Time.

The Temple of Time

Hearts: 10
Pieces of Heart: 17/36
Equipment/Items Found: Ocarina of Time, Master Sword, Light Medallion
Songs Learned: Song of Time

The Temple of Time rose high above the Hyrule Castle Market. Inside the temple, an altar awaited the three Spiritual Stones, the keys to the mystical Door of Time. Just beyond lay the Master Sword, driven into a stone and only willing to give itself to the true Hero of Time. Would this be the weapon that would one day bring an end to the King of Evil?

Outside Hyrule Castle



With the three Spiritual Stones in your possession, it's time to head for Hyrule Castle. However, the drawbridge is up. Just as you approach the castle gate, it slams to the ground. A horse and rider explode from the castle, galloping as if their very lives depended on it.



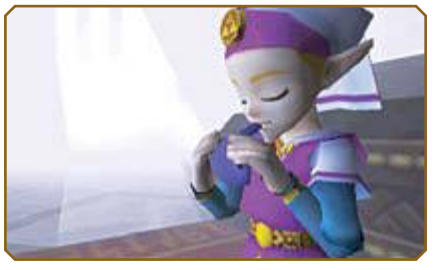
You catch a flash of Princess Zelda on the horse, being taken from the castle by her guardian, Impa. Zelda sees you and throws something into the moat that surrounds the outer wall of the castle.



Only then do you see why they flee. Ganondorf rides up, asking you which way Zelda and Impa fled. When you refuse to answer, Ganondorf strikes you with a magic spell, knocking you to the ground. You are of no use to him, because he needs Zelda to unlock the Sacred Realm and grant him access to the Triforce.



After Ganondorf leaves, get up and jump into the moat. Dive down to collect the object Zelda left behind for you. It's the **Ocarina of Time**! This magical instrument meant the world to Zelda, and she wouldn't have given it to you unless she knew you could use it to possibly save the world.



When you touch the Ocarina of Time, you enter a vision. Zelda stands before you. She teaches you the **Song of Time**, an important melody that will not only help you inside the Temple of Time, but also move special time blocks in the dungeons ahead.

Song of Time
Ⓨ, L, R, Ⓨ, L, R

Inside the Temple

Unlock the Door of Time





When you enter the Temple of Time, approach the altar with three empty slots. Play the Song of Time on your ocarina. The three Spiritual Stones fly from your inventory and swirl in the air above the altar before finally settling into place.

NOTE

There is another Sheikah Stone inside the Temple of Time.

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The Door of Time finally opens. When you step inside, you catch the first glimpse of the **Master Sword**, embedded in a stone. Approach the Master Sword and remove it from its resting place. This triggers something inside the Temple of Time...



Suddenly, you see Ganondorf's face. You didn't save Hyrule from the tyrant—you handed it to him on a silver platter by opening the Door of Time, removing the Master Sword, and allowing him access to the Sacred Realm. Ganondorf cackles as he recedes from your vision.

Growing Up



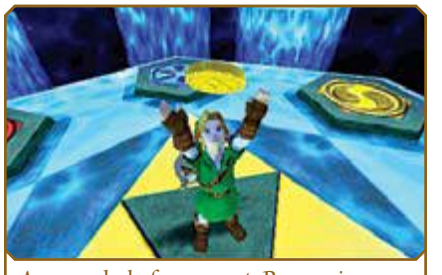
When you wake, you are no longer inside the Temple of Time. You are within the Sacred Realm. And, you are no longer a little boy. You've matured into a young man.



Your questions are soon answered by Rauru, the Sage of Light and a guardian of the Sacred Realm. He explains that the **Master Sword** is the key to the Sacred Realm, but you were too young to remove it from the pedestal and wield it against evil. Unfortunately, Ganondorf trailed you into the Sacred Realm, where he stole the Triforce and used it to crown himself the King of Hyrule.



Because you could not take up arms against Ganondorf as a boy, your spirit was sealed within the temple for seven years. Now that your physical body has aged to the point that you can use the Master Sword against Ganondorf, your spirit was awakened and charged with this mission: Seek out the other sages so they can return to the Sacred Realm and help Rauru stop Ganondorf.



As a symbol of your pact, Rauru gives you the **Light Medallion**, because he is the Sage of Light.



When you return to the Temple of Time, you meet a new constant companion in your adventure: Sheik. Sheik promises to help guide you to the remaining sages so that you may stop Ganondorf before Hyrule falls so deeply under his horrific spell that it cannot be saved.



According to Sheik, you must venture to five temples and find the five sages. The first is the Forest Temple, which you will find in the Sacred Forest Meadow behind the Lost Woods. However, Sheik requests that you visit Kakariko Village first. It's a suggestion well worth heeding as you step out into a ruined future that only you, the Hero of Time, can redeem.

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The Forest Medallion

After waking seven years in the future, Link witnessed the incredible transformation of Hyrule under the iron boot of Ganondorf. Ash clouds from an angry Death Mountain blotted out the sun. Hyrule Castle Town Market lay in waste, given over to ReDeads. This was a future Link never intended, but he had walked right into the King of Evil's trap and allowed him entrance to the Sacred Realm. Now, Link had to follow Rauru's instructions and gather up the remaining sages so they could lend their power to the Sacred Realm and help Link recover the Triforce from Ganondorf.

Before the Forest Temple

Hearts: 10
Pieces of Heart: 17/36
Equipment/Items Found: Hookshot, Piece of Heart (x2)
Songs Learned: Song of Storms, Minuet of Forest

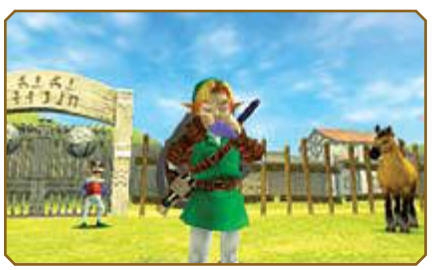
According to Sheik, the first sage Link must seek out is the Forest Sage, located in the Forest Temple just beyond the Sacred Forest Meadow. However, before trekking to the Lost Woods and making for the meadow, there are several things Link should do. The first is returning to Lon Lon Ranch and checking in on Malon. The second is collecting a handful of Pieces of Heart to increase his chances of survival in his new, harsh Hyrule.

Epona



The balance of power at Lon Lon Ranch has shifted. Kindly (but lazy) Talon is nowhere to be seen. The ranch is now under the cruel control of Ingo, who is enjoying his newfound power from Ganondorf. Malon has been reduced to a stable hand. You can find her in the stables, afraid to leave.





You need to speak to Ingo. He is standing near the gate to the corral. Ingo offers you the chance to ride the horses for 10 Rupees.

Pay the fee and enter the corral. However, play Epona's Song. One horse from the bunch remembers hearing this song from a young boy many years ago. It trots right up to you.



Now, take Epona for a short ride inside the corral. Jump the short fences by lining up the horse and getting a good run.

Leave the corral and speak to Ingo again. Pay him another 10 Rupees and enter the corral. Play Epona's song again and take Epona for another short ride.



Now it's time to speak to Ingo again. Remain on Epona and ride up to Ingo. L-Target him and talk. Ingo challenges you to a race around the outside of the corral with Epona. The wager for this race is 50 Rupees. Accept the challenge.



Before the race begins, you and Ingo line up at the starting line. You have six carrots to give to Epona, earning temporary speed boosts. Though they refill over time, do not use all the carrots at once, as it takes longer for them to refill. Just use two carrots at first to get a nice start. Stay close to the fence and slip around Ingo. As you enter the final stretch, use the remaining carrots to blast across the finish line in first place.

Ingo can barely stand to lose, so he demands a rematch. The wager now, though, is Epona—the steed he had promised to Ganondorf.



This second race is a bit tougher than the original run. Ingo cheats right off the bat and takes off just before the starting whistle. Apply the same principles to this race. Get a good start with a few carrots and stick to the inside track. Slip around Ingo as soon as possible. But now, use Epona to block Ingo from advancing. Get in front of him

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and swerve so he cannot sneak around you. Again, as you near the finish line, lay on the carrots and give Epona the speed boost she needs to win the race.



When you win the race, Ingo loses his mind. He cannot believe he lost the horse he pledged to Ganondorf. Ingo honors your deal, but then adds his own wrinkle. You can keep Epona—but you can never leave Lon Lon Ranch. Epona knows how to jump, so get a good run at the fence and give her some carrots to gain enough speed. At the last moment, Epona leaps over the fence, winning her freedom.



Just. Awesome.



Now you have Epona and can ride her anytime you like around Hyrule Field and some of the outlying areas, such as Gerudo Valley and Lake Hylia. You cannot take her into a dungeon or sectioned-off zones, like the Lost Woods and Death Mountain. To call Epona while outside, use Epona's Song. However, you typically find her waiting where you left her when you visit an area she cannot access.

Graveyard



The next critical acquisition is the Hookshot. Without it, you cannot even enter the Forest Temple—plus, it's useful for gathering up Gold Skulltula Tokens that would otherwise be out of reach. The Hookshot is in the graveyard, so ride to Kakariko Village, enter the town, and slip into the spooky spot behind all of the houses.

Did you plant a Magic Bean in the graveyard as recommended in the previous chapter? If so, you can now ride a magic plant up to a crate that contains a **Piece of Heart**.



Next, pull back the leftmost grave in the row on the left side of the graveyard. This reveals a secret tomb. Drop into it to meet up with Dampé, who has perished in the years since your last visit, but lives on...sort of. Basically, he's now a ghost.



Dampé challenges you to a race through the crypts below the graveyard. You need to follow Dampé through the hallways, avoiding the flames he drops, and cross the finish line before time runs out. Dampé gets a head start on you and due to his spectral ability to float, can largely keep ahead. It's a fairly straightforward race, although there are some things that will help you make it to the finish line on your first attempt.



Rupees are meant to throw you off the trail. Do not follow the Rupee trails at intersections.



Red flames injure you, but they also mark the path if you lag behind Dampé a little.



Purple fire always indicates you are on the right path.



Dampé is no sore loser. He congratulates you and leaves behind a treasure chest that contains the **Hookshot**. Claim the Hookshot and then look for a way out of this room, which is now suddenly sealed.

NOTE

You can win a second Piece of Heart by racing Dampé again and reaching the finish line in under 1:00 minute. However, this is easiest to do with the Longshot, which you acquire in the Water Temple. See the Water Medallion section for complete information on this Piece of Heart.

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The large blue block is a time block. These blocks are moved by using the Song of Time. Play the Song of Time on the ocarina. The block moves out of the way, allowing you to return to the surface.



The path leads you up into the Kakariko Village's windmill. There's a Piece of Heart inside the windmill. Just jump across the rotating gear to claim the **Piece of Heart**.



Finally, before leaving the windmill, drop down to the floor and speak to the organ grinder. This is Guru-Guru. He's not exactly a cheerful chap, but he does teach you a new song that brings down the rain: the **Song of Storms**.

Song of Storms

L, R, A, L, R, A

Sacred Forest Meadow



The path to the Sacred Forest Meadow takes you through Kokiri Forest, which is now a very different place. It's been overrun with monsters, including Deku Babas. Take them down and jump up the ledges in the rear of the forest village to access the Lost Woods. When you meet Mido, play Saria's Song to convince him to step aside (again) and let you pass.



Inside the Lost Woods, follow the path to the Sacred Forest Meadow as you did before to meet up with Saria.



Finally, you reach the Sacred Forest Meadow. Since Ganondorf took over Hyrule, monsters are now everywhere, including two new brutes in the maze here: a Moblin and a Club Moblin. These are not easy enemies. Moblins charge you when they spot you walking through the labyrinth, so use L-Targeting to peek around corners and see if they are walking toward or away from you.



When Moblins are walking away, they are particularly vulnerable. Use the Hookshot to poke them in the back, or rush up and deliver a sword strike. The Master Sword makes short work of these creeps—but only if you surprise them. Otherwise, the Moblin runs into you and knocks you down, doing not-insignificant damage.



When you reach the stairs heading up to the entrance of the Forest Temple, you encounter a lumbering Club Moblin. It attempts to smash you with swinging club attacks, but if you run back and forth, you can avoid the club and get close enough to swat at its legs with your sword.



At the top of the stairs, you finally reach the entrance of the Forest Temple. Sheik appears out of nowhere to warn you of the dangers ahead as well as teach you a new ocarina song: the **Minuet of Forest**. When you play this song, you are instantly warped to the entrance of the Forest Temple. This is useful if, for any reason, you need to leave the temple.

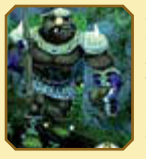
Minuet of Forest

L, A, X, Y, X, Y



After learning the song, Sheik vanishes. All that's left to do is use the Hookshot to grab the branch above you and enter the Forest Temple.

Moblin & Club Moblin



Moblins are pig-faced monsters that patrol the Sacred Forest Meadow. They attack with brute strength, rushing you if you happen into their line of sight. Moblins attack with a spear, while the Club Moblin attempts to bludgeon you with, well, a club. Each foe is most vulnerable from the rear, although a well-placed bomb will wound them.

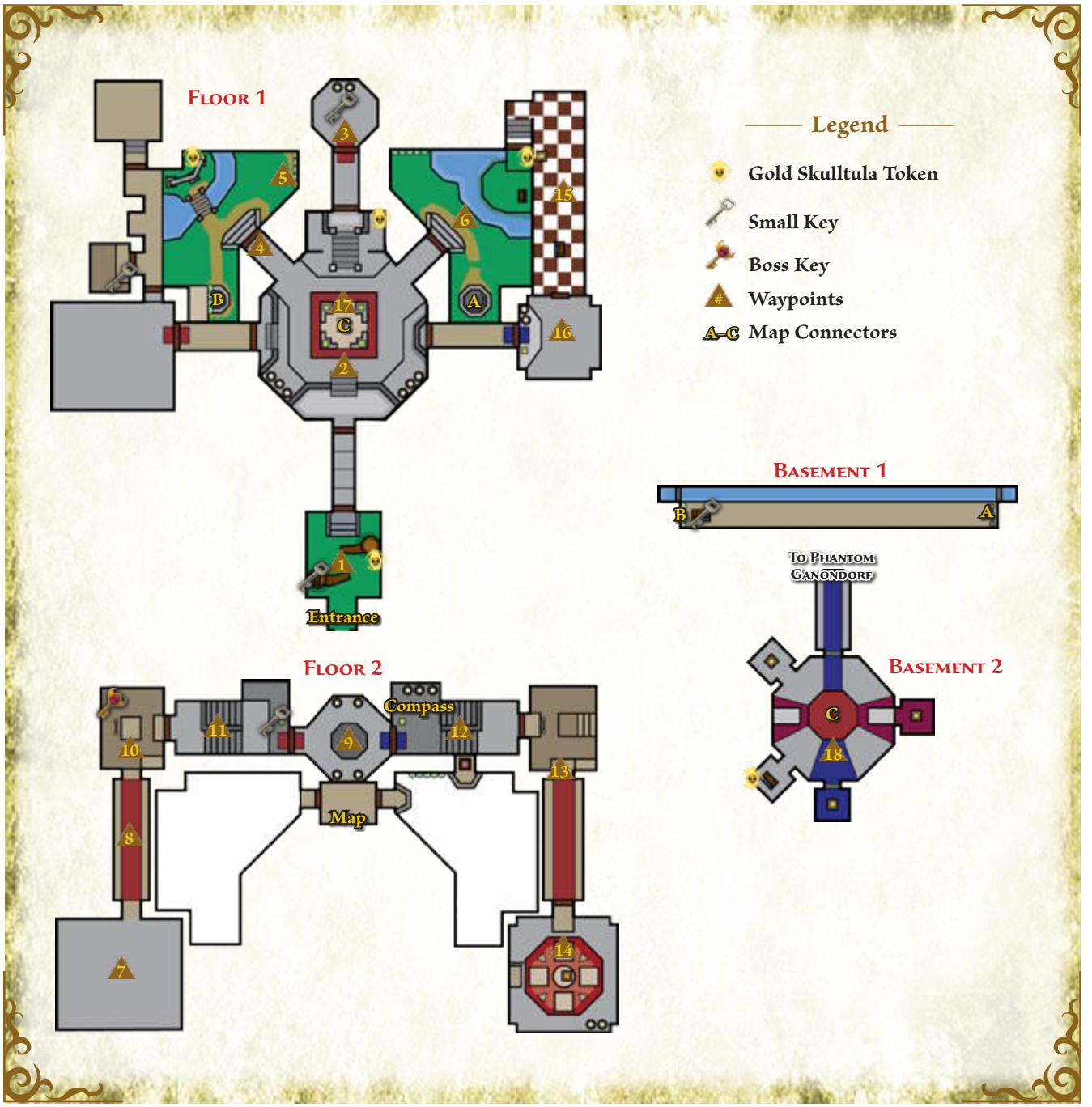
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Forest Temple

Hearts: 10
Pieces of Heart: 19/36
Equipment/Items Found: Fairy Bow, Forest Medallion
Songs Learned: —

Nestled deep in the trees behind the Sacred Forest Meadow, this ancient temple pulses with a newly evil resident. Link needs to brave the monsters now taking root inside the temple to rescue the Forest Sage, who can lend additional power to Rauru in his efforts to turn back Ganondorf.



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First Floor

1 Wolfos



Upon breaching the Forest Temple's entrance, you must contend with two Wolfos. The monsters circle you, but as soon as you use L-Targeting to zero in on one, the other backs off. Battle the Wolfos one by one, using the Hylian Shield to repel incoming claw attacks. Remember, as soon as a Wolfos strikes, counterattack. And if you can pull off an attack to a Wolfos's back, you will do extra damage.

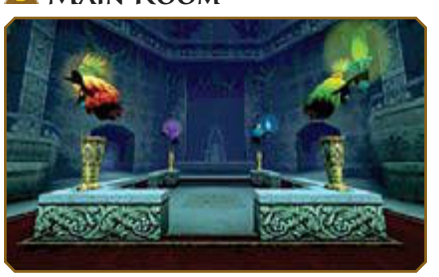


After defeating the Wolfos, climb the vines on the wall. Step out on a tree branch and then Hookshot over to a treasure chest on the other side of the room. Open the chest to claim your first **Small Key**. Now hop back down and enter the Forest Temple's main room.

CAUTION

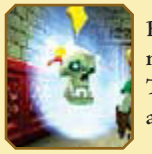
Watch out for a Big Skulltula in the initial hallway.

2 Main Room



Inside the main room, you witness a quartet of Poes spiriting away to different corners of the temple with the colorful fires of four torches. Returning those flames is the key to finding the boss of this temple.

Bubble



Bubbles are flying skull monsters. They are typically encased in magical fires, such as the Blue Bubble encountered here in the Forest Temple. Get rid of the element with a shield deflection or a projectile attack, and then finish the Bubble off with a sword strike.



After watching the scene, go through the door in the back of the room and fight off Blue Bubbles, a type of Bubble enemy. Like Keese, Bubbles have elemental "coatings" they use to do extra damage. Your shield will dispel the element, allowing you to attack with your sword.

3 Stalfos Duel



The **Small Key** in this room is hidden in a treasure chest that does not appear until you defeat a pair of marauding Stalfos. These are tough enemies, but like Wolfos, they will only attack one at a time if you engage one with L-Targeting. It's the best way to manage the pair because if you don't, you risk getting bounced between their hard jump attacks that can wipe out your health meter.

Stalfos



The Stalfos are skeletons armed with swords, shields, and armor. These are aggressive enemies capable of dishing out a lot of damage, especially if they catch you in their jumping attacks (which can be repelled by a shield). Use your shield to block jumps and sword swings. As soon as the Stalfos attacks, its defenses are down, allowing you to counterattack.

TIP

There is a fairy in one of the jars in the corner of the room. Bottle it for later or use it now to heal any wounds from the Stalfos fight.

4 Time Block



Back in the main room, play the Song of Time to move a time block that blocks the door to an outside atrium.

5 Dungeon Map



Outside now, you need to somehow scale the atrium to claim the Dungeon Map. Eliminate all of the nearby enemies, including the Deku Baba on the ground and the Skullwalltulas crawling up the vines. Your Hookshot is a good tool for getting rid of the Skullwalltulas.



Now that you can safely climb the vines, do so and enter the door at the top of the atrium. It leads to a Blue Bubble. When you neutralize the Blue Bubble, a treasure chest appears. The **Dungeon Map** is inside of it.

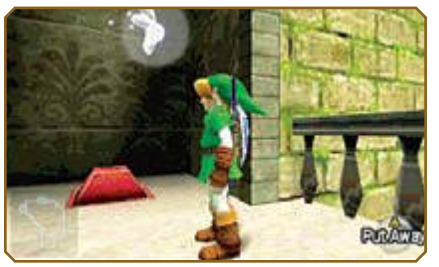
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Now that you have the map, go through the next door to start the search for the Fairy Bow, an essential piece of equipment for adult Link.

Fairy Bow

6 The Well



Use the Hookshot to zip over to a platform with a switch. (Look for the white circle on the wall—that's now a universal symbol for a Hookshot-able spot.) When you step on the switch, the water in the well on the ground floor drains.



Drop to the ground floor and climb down into the well to find a treasure chest containing a **Small Key**. Once you've acquired that, return to the main room and go through the locked door on the left.

7 Block Party



Follow the corridor until you reach a large room with arrows on the floor. These arrows indicate how to solve a block-pushing puzzle. There are two blocks—red and green. You need to slide them into position so you can climb out of the room and access the second floor of the Forest Temple.

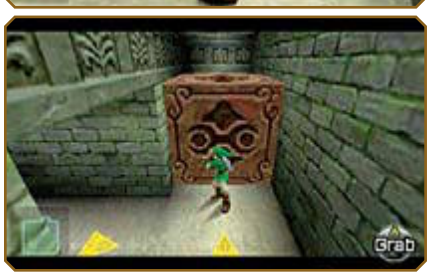






Pull the green block out of its resting place and slide it to the corner. Move around the block and then push it as far as it will go, following the arrow on the floor. Now that you've exposed a door, you can go to the other side of the block and push it all the way until it falls into a special pad on the floor. You'll hear a click that lets you know the block is in the right spot.





Climb the ladder and locate the red block just around the corner. Push the block until it cannot be moved any more. Go back down the ladder and climb up the green block as well as the next ledge. Now approach the red block and push it until you hear a similar click. Now climb the red block, ascend the ladder, and keep moving forward until you find Blue Bubbles.





After defeating the Blue Bubbles, open the locked door beneath the eye switch. You cannot do much with the eye switch right now.

8 Twisted Hallway



The door leads to a strange, twisting corridor. As you follow it along, your orientation with the floor of the temple changes. When you exit the corridor on the other side, you are technically on the wall.

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Don't marvel at the sight of the room for too long because there is a Wallmaster lurking above you. If it drops down and grabs you, you're tossed all the way back to the entrance of the Forest Temple. Either rush across the pillars in the room or linger until you see the Wallmaster's shadow, back off, and then slash it with your sword.

Wallmaster



The Wallmaster is a disembodied hand that crawls along the ceiling and drops down on you with little warning except for its shadow on the floor. When you see the shadow, roll away! Turn around and cut the Wallmaster to pieces with your sword.



After jumping across the pillars, go through the locked door and descend the stairs. You hear one of the Poes giggling at you, but there's not much you can do about it right now.

9 Fairy Bow



More Stalfos! L-Target the Stalfos and take it down. Before you celebrate victory, watch out for a descending platform and more Stalfos to appear. You must take out these two cretins to make a treasure chest appear. The **Fairy Bow** is inside that chest. Now return to the twisted hallway and the eye switch.

10 Eye Switch & Boss Key





Shoot the eye switch with your new Fairy Bow. This untwists the hallway. Now you can enter the room at the end of the formerly weird corridor and hop down to claim the **Boss Key** from an ornate treasure chest. After grabbing the Boss Key, fall down the hole in the corner of the room. Defeat the Blue Bubble at the bottom to unlock the door back to the atrium.

TIP

Need some Recovery Hearts? Step out on the arch and grab them.



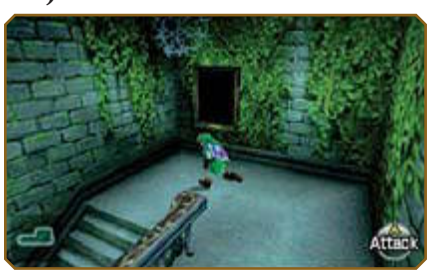
After defeating the Deku Baba on the ledge, take a right into the door without stained glass.



This door leads to a new enemy: the Floormaster. This creepy old hand doesn't surprise like the Wallmaster, but when you think you've defeated it, it splits into three small Floormasters that have to be quickly eliminated or else the hand re-forms. After the Floormaster is done, open the treasure chest and grab the **Small Key**.

Poe Sisters

11 Joelle



Return to the eye switch and retwist the hallway. Follow it back to the stairs where you heard the Poe laugh at you. That's Joelle, but now you have the means to make her stop giggling—the Fairy Bow.



The trick here is to shoot all three paintings along the stairs with the bow when Joelle appears within the frame. If you get too close to the frame, Joelle vanishes and appears in a different frame. Stand at the top of the stairs and target the middle painting when Joelle appears inside of it. Now drop to the middle landing so you can see the paintings both above and below. Shoot them when Joelle appears.

Floormaster



The Floormaster is another disembodied hand. This monster doesn't hide from you. It attacks head-on. When you slash it, it splits into three smaller hands. If you don't track them down right away and neutralize them, they re-form into a big Floormaster. If you're having trouble with the small Floormasters, try Din's Fire!

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That's not the end of Joelle. Run to the bottom of the stairs. Joelle attacks you just like a Poe found out in Hyrule Field or the graveyard, so keep back to avoid getting tagged when she spins. L-Target her and shoot her with the bow (or Hookshot) whenever she appears. Don't try a sword strike because you get too close, giving her a chance to hit you with a spin attack.

When you defeat Joelle, the flame she stole appears in the main room. She drops some arrows, too, which will be useful for the next Poe sister. Now open the newly appeared chest to claim a **Small Key** and use it on the door at the top of the stairs.

12 Beth



Beth is Joelle's blue counterpart. Defeat her the same way as you dealt with Joelle. Shoot her paintings with arrows when she appears within the frame and then battle her at the bottom of the stairs. She, too, relights a torch in the main room, drops arrows, and reveals a treasure chest. But this chest contains the **Compass**.

13 Another Twist



The door at the top of Beth's stairs leads to a twisted corridor. Follow it to the end, watch out for the Wallmaster, and jump across the pillars to move deeper into the temple. Green Bubbles (similar to Blue Bubbles) attack in the next hallway. Defeat them and go through the next door.

14 Arrow Puzzle



This puzzle requires you melt the ice over the eye switch. There are two ways to accomplish this. The easiest is to get near the switch and deploy Din's Fire. However, you can shoot an arrow through the fire in the middle of the room when facing the eye switch. The fired-up arrow melts the ice. This untwists the hallway from a few rooms back. Return there and drop through the hole in the floor.

15 Black-and-White



This room has a falling ceiling. Fortunately, the ceiling has holes in it so if you stand beneath them, you don't get squashed. However, you must watch out for Big Skulltulas hanging from the ceiling that will drop down and knock you back—typically right before the ceiling falls. Shoot the Skulltulas with arrows or the Hookshot to clear the holes.



Carefully move down the room and step on the switch. This unlocks the door at the end of the room.

16 Amy



Amy, the third of the Poe sisters, lurks in this room, but she will not show herself until you solve a little puzzle. Push the blocks in the middle of the room together so the images on top of them form Amy's portrait. You only have 70 seconds to complete this task, but that's plenty of time.



When Amy appears, deal with her just like Joelle and Beth. After you defeat the Poe, her captured flame is restored in the main room. Now you can follow the newly opened door (thanks, Amy!) back to the main room.

17 Meg



Meg is the last of the ghostly little women you must defeat to finish lighting all of the torches. To summon Meg, go to the center of the main room. Meg appears before you, ready for a good scrap. But she's a bit trickier than her sisters. She conjures up mirror images of herself to confuse you into attacking the wrong Poe, allowing her to strike you herself.

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TIP



There's an easy way to tell which is the real Meg. When all of the Poes spin, Meg is the ghost that takes an extra turn.



Now, just target Meg and shoot her with an arrow a few times.



Meg's flame returns to the torches, causing an elevator to appear in the middle of the main room. Step into the elevator to drop down into the last chamber before you challenge the boss of the Forest Temple.

18 Spin Cycle



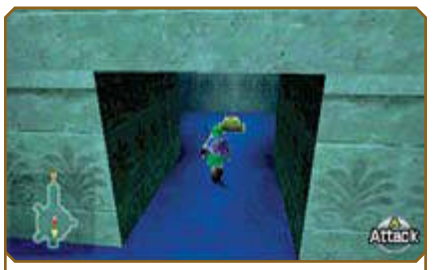
The door to the boss room is blocked by bars. You must reveal three switches in small alcoves around the edges of this room to remove the bars. To start the puzzle, push against the blocks in the middle of the room to rotate the outer wall. Start by turning the wall counterclockwise until you see an alcove with a basic brown switch.



Next, turn the wall so you see the red switch. Step on the switch.



A Gold Skulltula Token appears in an alcove here, too.



Rotate the room again to reveal the blue switch. Activate the switch to reveal the path to the boss door. Open it up and step inside to find yourself face-to-face with Phantom Ganondorf.

Boss: Phantom Ganondorf



Is it Ganondorf already? No, this is a spectral version of him that lives within a series of cursed paintings in the basement of the Forest Temple. You must deduce which of the Phantom Ganondorfs within the frames is the real one, and then target it with your Fairy Bow in the first part of this boss battle.



Watch the painting while you have an arrow drawn. Two Phantoms rush down the roads in two of the paintings. At the last moment, one of the Phantoms retreats into the painting while the other explodes across the room. Shoot the Phantom Ganondorf as it turns bright purple, before it fully exits the painting.

TIP

As Phantom Ganondorf flies between paintings, it releases a shock attack. To avoid it, back into a corner of the room. It will never touch you back here.





If you puncture Phantom Ganondorf three times with your arrows, he splits from his spectral steed and attacks on his own. Now, you must turn his attacks back on him. L-Target Phantom Ganondorf and wait for him to toss an energy ball at you. Swing your sword to bat it right back at him. Volley the attack back and forth until Phantom Ganondorf misses and is struck by his own attack.



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When Phantom Ganondorf falls to the floor, rush to him. Hit him as many times as possible with the Master Sword before he gets back up and returns to serve up a new magical volley. After several exchanges, Phantom Ganondorf finally drops to the floor in defeat.



Failure is not tolerated by the real Ganondorf. The King of Evil vaporizes his phantom form, leaving behind only a Heart Container and a blue warp. Collect the Heart Container and then step into the light to meet the Forest Sage.

After Defeating Phantom Ganondorf



The Forest Sage is a familiar face—Saria. The Kokiri bravely accepts her fate as a Sage, unable to spend any more time in Hyrule with you. She releases the **Forest Medallion**, which joins the Light Medallion.



After leaving Saria in the Sacred Realm, you appear in front of the Great Deku Tree. However, there is a little sprout in front of the tree. When you approach it, it pops out of the ground and introduces itself. It's a budding new Deku Tree, a sign of hope in bleak times.

The Fire Medallion

The Forest Temple prepared Link for the gauntlet of challenges ahead, starting with the Fire Temple nestled deep in the bubbling lava core of Death Mountain. The extreme heat was too much for young Link, but perhaps now there is a way for Link to harness the stamina of the Gorons and withstand the rising temperatures of the crater?

Before the Fire Temple

Hearts: 11
Pieces of Heart: 19/36
Equipment/Items Found: Big Quiver, Piece of Heart (x3), Goron Tunic
Songs Learned: Prelude of Light, Bolero of Fire

The Fire Temple is an unforgiving place, and to survive it, Link must seek out the means of withstanding its tough temperatures by visiting Goron City. However, before ascending Death Mountain, there are tasks to attend to down in Hyrule, such as collecting Pieces of Heart that will keep Link in the fight longer.

Lake Hylia



Return to Lake Hylia and speak to the scarecrows. It's been seven years, but you can remind Bonooru of who you are by playing the Scarecrow's Song you made up as a child. This establishes a relationship between you and scarecrows so that now, when you play the song, Pierre appears at specific spots. When Pierre appears, use your Hookshot to latch on and pull yourself up to a hard-to-reach ledge or platform.

Temple of Time



With the Forest Temple behind you, you need to return to the Temple of Time. Here, you find Sheik and an explanation of how to use the Master Sword to adjust the currents of time. When you place the Master Sword back into the pedestal, you wind the clock back seven years and revert to child Link.



In addition to telling you about the Master Sword, Sheik also teaches you a new ocarina song: **Prelude of Light**. The Prelude of Light will warp you back to the Temple of Time whenever you play it. The song is a very effective shortcut.

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Prelude of Light
Ⓐ, Ⓨ, Ⓐ, Ⓨ, Ⓧ, Ⓐ

TIP

Being able to move through time has many benefits, such as being able to go back and plant Magic Beans that are needed in the future.

Kakariko Village



Have you been collecting Gold Skulltula Tokens? If so, you could have 50 of them by now, so return to the House of Skulltula and claim your prize for having 50 tokens: **Piece of Heart**. If you are short Gold Skulltula Tokens and want this Piece of Heart now, consult the Secrets & Specials chapter and return to previous locations to pick up remaining tokens.

NOTE

For the sake of the running Piece of Heart count, we are going to assume you picked up the Piece of Heart reward at the House of Skulltula at this point in your adventure.

Another activity at Kakariko Village is the Archery Shooting Gallery. Now that you're in the future, the range has been completed in the village. For 20 Rupees, you can try your hand at the shooting gallery—it's similar to the slingshot shooting gallery—and earn the **Big Quiver**, which lets you carry 40 arrows.

Death Mountain / Goron City



After taking care of business in Kakariko Village, it's time to start heading for the Fire Temple. This leads you back up to Death Mountain. Along the way, stop at the entrance to Dodongo's Cavern and ride the plant growing where you planted Magic Beans as a child. The plant rockets you up into the sky. Step off when you see the **Piece of Heart** and claim it before continuing your journey up the mountain—or into the cavern to collect previously unreachable Gold Skulltula Tokens.



Inside Goron City, look for Hot Rodder. He's still there, rolling around one of the lower tiers inside the city. Drop down to his level and then repeat the same technique of stopping him under the outcropping.



When you stop the Goron, you discover that it's not Hot Rodder at all—it's Chief Darunia's son. And he has your name now! Speak to the young Goron about the trouble that has again befallen the Gorons. Now they are threatened by a huge dragon at the top of Death Mountain. You are asked to assist the Gorons, and to help you in this quest, you are given the **Goron Tunic**.

This special tunic lets you withstand tremendous amounts of heat, which is necessary because you are about to set foot into the Death Mountain Crater. This is where you could previously only spend 45 seconds before being tossed out at the cost of a heart.

Death Mountain Crater

(see map on the following page)



Now that you have the Goron Tunic, it's time to follow a shortcut revealed by Darunia's son (via the throne room) and enter the Death Mountain Crater. (Alternately, you can also enter Death Mountain Crater via the summit.) Use your Hookshot to cross the broken bridge and access the crater's lower level.



Here, you meet Sheik again. Sheik has a new song to teach you: **Bolero of Fire**. This song instantly warps you back to the Death Mountain Crater. Right now, it is of particular use because there is a soil patch next to the seal on the ground.

Bolero of Fire
R, L, R, L, Ⓨ, R, Ⓨ, R

That soil patch can not only release a Gold Skulltula if you drop bugs into it, but if you plant Magic Beans, it creates a plant that takes you up to a Piece of Heart above the lava. If you want to get both of these things, use the Prelude of Light to warp back to the Temple of Time and become a child again. Get a bottle of bugs, buy some Magic Beans, and use the Bolero of Fire to return to the crater. Drop the bug, get the Gold Skulltula Token, and then plant the Magic Beans. Now return to the Temple of Time, retrieve the Master Sword, and go back to collect the **Piece of Heart** on the rock in the middle of the lava.

TIP

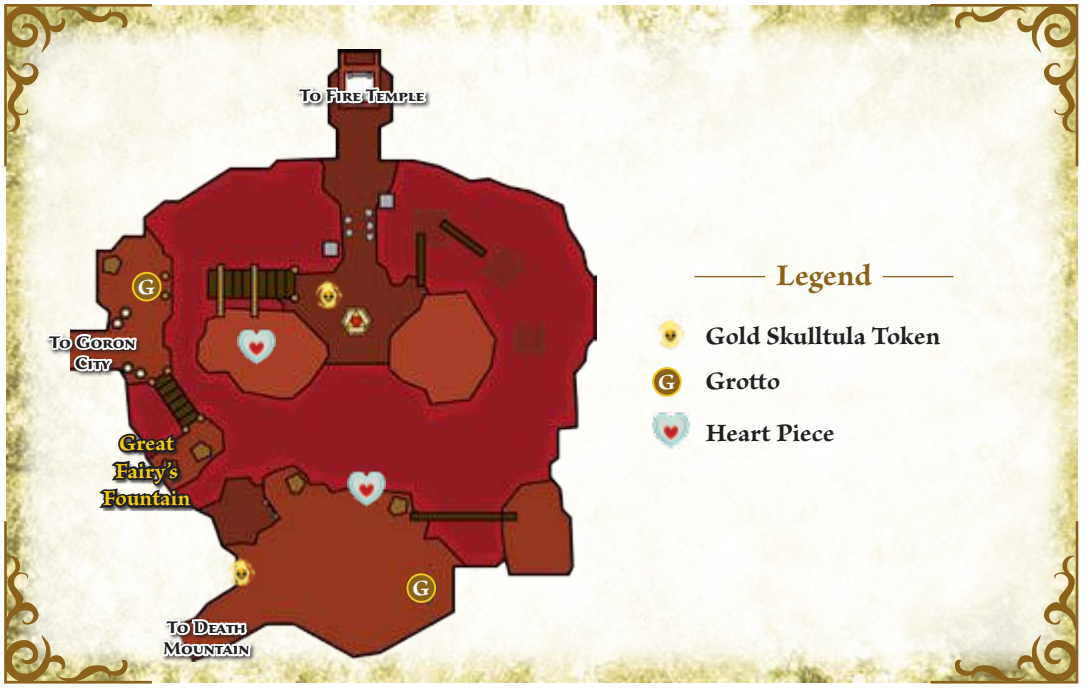
If you want to get the Piece of Heart later, wait until you recover the Longshot and then return here. The Longshot will get you out to the rock and the Piece of Heart.



All set? It's time to enter the Fire Temple!

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Fire Temple

(see map on the following page)

Hearts: 12
Pieces of Heart: 22/36
Equipment/Items Found: Megaton Hammer, Fire Medallion
Songs Learned: —

The diabolical Ganondorf is promising the Gorons as a sacrifice to the dragon Volvagia. Link needs to brave the depths of Death Mountain's molten core and find the heart of the Fire Temple so he can liberate the Gorons and discover the hiding place of the Fire Sage.

Meeting Darunia

1 The Chief



When you first enter the Fire Temple, you see Darunia. The Chief of the Gorons has already infiltrated the temple in an attempt to stop the dragon himself. Darunia says he is going to make a go without a legendary hammer that would help turn the tide. You should probably seek out that item yourself before attempting to open the door to the boss lair.

2 Free the Gorons



Liberating Gorons from their cages often pays out in Small Keys. The first Small Key is near Darunia. There is an imprisoned Goron right in this chamber. Step on the switch to open the cage door. The Goron thanks you for your bravery. Just behind the Goron is a treasure chest containing a **Small Key**. Now return to the first room and unlock the door on the opposite side.

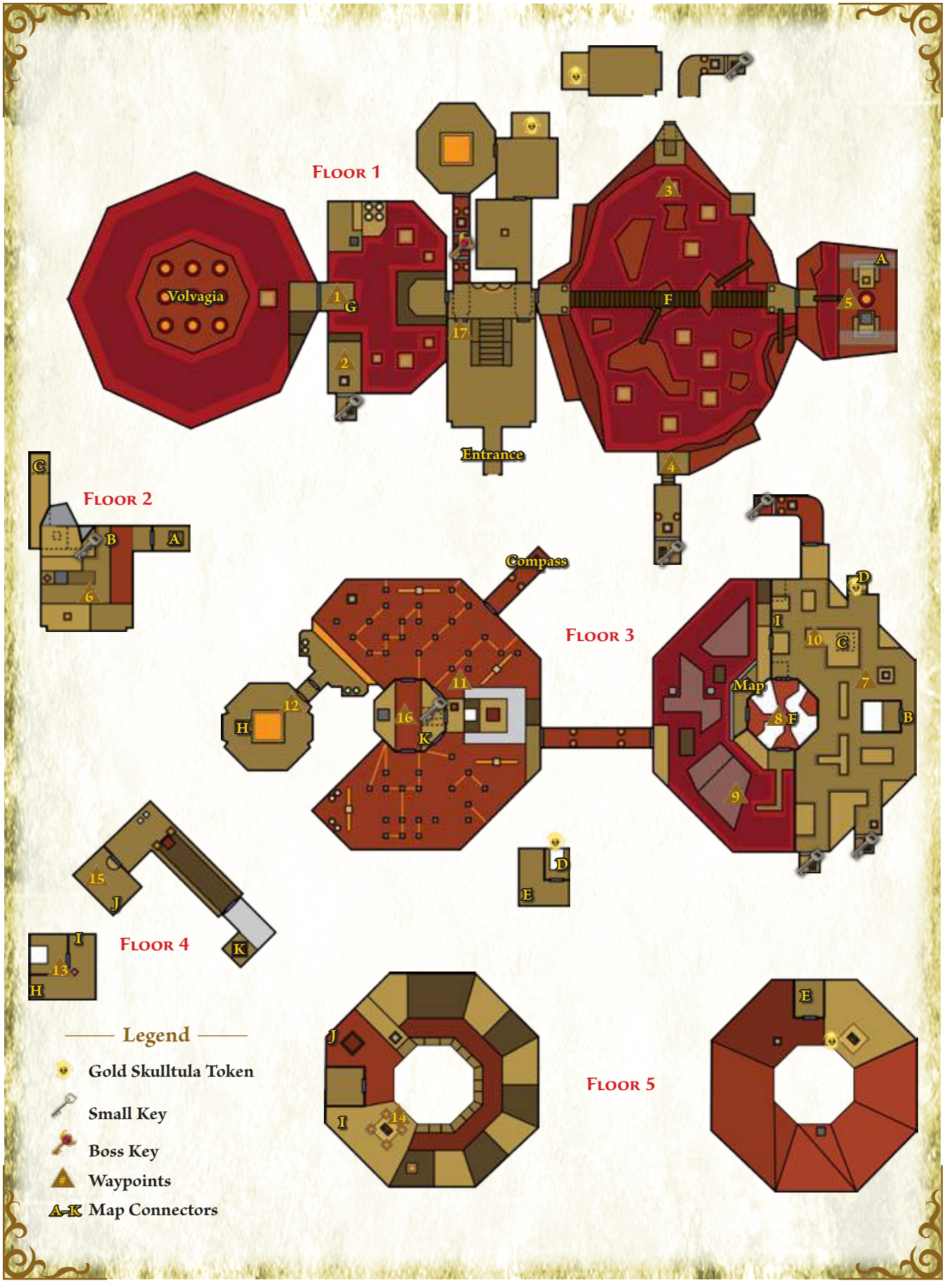
3 Time Block



Eliminate the Fire Keese in this room before attempting to free the caged Gorons. When you step out onto the bridge, the Fire Keese zero in on you, so either L-Target and hit them with arrows or let them come close and de-blaze them with your shield.

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There is a Goron on each side of this room. Start with the Goron locked away near the time block. Jump off the bridge and hop across the rocks to reach the time block. Run through the door beneath the time block. The caged Goron is just around the corner. After freeing the Goron, collect the **Small Key** and return to the previous room.



Now stand beneath the time block and play the Song of Time. This lowers the time block, giving you the means for climbing up and passing through a now-revealed door.

This is not essential if you aren't collecting Gold Skulltula Tokens.



Inside the narrow room, raise your shield to fend off against flying tiles. At the end of the chamber, you spy a new enemy, a Like Like. These gluttonous monsters will swallow you whole and eat up precious items, such as a Hylian Shield or a tunic.

4 Goron Liberator



Back in the previous room, cross the lava (remember, your Goron Tunic allows you a few steps on boiling lava before it hurts you) and then rush up to the blocked wall. Drop a bomb in front of the wall to destroy it. Now step through the revealed door and save the caged Goron. As before, open the treasure chest behind the Goron to collect a **Small Key**.



Return to the room with the long bridge. Cross it and use a key to unlock the door.

5 Elevator



Slide down the ramp in this room and then climb up the metal grating. Fight off the Keese at the top of the metal structure (and collect the Recovery Hearts). Now, push the block on top of the metal down to the floor below. It lands on a fire spout that sends it rocketing upward. This is now an elevator to use to reach the next floor of the Fire Temple.



Second Floor

6 Crystal Puzzle



There are imprisoned Gorons in here you cannot help just yet. Instead, climb the ledges currently occupied by Torch Slugs. Eliminate the Torch Slugs and keep climbing until you see a crystal. This crystal is a switch that turns off some fire farther up the room.



First, jump over to the switch and push the block down. Now pull the block along the floor until it rests on the face in the floor. Climb up the block and move up the metal grating until you reach the flames.

Like Like



Like Likes are gelatinous monsters that don't move terribly fast, but their appetites make them exceedingly dangerous. Avoid them if possible because if they swallow you, they steal items such as tunics and shields. If you eliminate the Like Like right after it spits you out, you can recover the swallowed items. But if you take too long, they are lost for good and you have to retreat to a shop and repurchase them.

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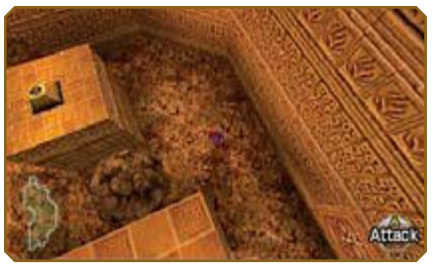
Now, stand over the crystal switch and drop a bomb next to it. When the bomb goes off, it triggers the crystal. The fire temporarily goes out, giving you a window of opportunity to climb out of the room. Go through the door at the top to enter a maze filled with boulders.

Torch Slug



Torch Slugs are little piles of jelly that explode into flame at a moment's notice. To eliminate them, you need to extinguish their fire. A Deku Nut will do the trick, as will an attack from the Hookshot. While they are temporarily snuffed out, finish them off with your sword.

7 Maze



As soon as you enter the maze, start watching for boulders. Several large boulders roll around the maze. They are slow enough to avoid, but it is possible to be cornered if you aren't careful. Start by running to the left and follow the outer wall of the room.



When you spot a door beneath a ledge, pass through it.



A Goron inside gives you a Small Key.





Keep following the outer wall. You soon spot a switch that frees another Goron. He gives you a **Small Key**, but also has words of advice. Look out for fake doors that fall into you if you try to open them. Now that you have two more Small Keys from this room, use one on the locked door.

8 Dungeon Map



It's a long way down from this narrow ledge. If you fall in this room, you have quite a hike back up to this point. To claim the Dungeon Map, shoot the eye switch that unlocks the barred door. Now step through the door and claim the **Dungeon Map** from the chest. Return to the narrow ledge and pass through the locked door by using a Small Key.

9 Wall of Fire



This room looks simple enough. Just jump across the metal grating, right? Well, as soon as you start to cross the lava, a huge curtain of fire erupts behind you—and then it starts to follow you. Hop across the grates as fast as you can to keep ahead of the fire, circling to a stable ledge on the other side of the room. Pass through the door.

10 Above the Maze





This room should look familiar. Now you are above the rolling boulders, climbing atop the walls of the maze. Circle around the walls and zero in on a switch atop one of the walls, just beyond a Torch Slug. That switch opens a cage. Now hop across the walls to reach the opened cage and talk to the Goron. After he leaves, claim the **Small Key** from the treasure chest behind him.

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As you crossed the tops of the walls, did you see a cracked floor? Return there and place a bomb on the crack to blow open a hole and discover a trapped Goron. He's a ways down, though, so crawl down the metal grating. Step on the switch and free the Goron, then grab another **Small Key** from his treasure chest. Now climb back up the grating to the boulder-filled maze.



Return to the room with the wall of fire and jump over to the locked door. Pass through it to discover another maze.

Getting Hotter

11 Fire Walls



When you step into this room, it looks simple. But when you step close to some of the pillars, a wall of fire appears. You cannot see which pillars are connected by fire, but our map shows you a safe route through the room, which leads through a central chamber populated by a trapped Goron. You cannot free him just yet.



Walk out to the corner room to claim the **Compass**. Carefully avoid the fire walls.



Secret Room





There is a secret room above the maze. Watch Navi. When she flies to a corner of the room, play the Scarecrow's Song to make Pierre appear. Hookshot over to Pierre and then Hookshot over to an elevator. This sends you farther up the temple where you find two Gold Skulltulas, plus a treasure chest with 200 Rupees. To collect the treasure, step on the switch to temporarily put out the flames and then carefully run along the ledge to reach the chest. If you try to run along the wide route, you'll never make it. Hookshot the pillar at the top to close the gap and snag the Rupees.



Follow the map out to the switch. This lowers the wall of flame at the exit of this room. Walk to the exit, but plant a bomb at the door—it's a fake door. When the fake door blows up, open the real door behind it to find the Flare Dancer, the miniboss of the Fire Temple.

12 Flare Dancer



The Flare Dancer is the toughest enemy you've yet encountered in the Fire Temple. This creature is encased in fire and possesses two flame attacks: red and blue fire.



The red fire is the easiest attack to deal with because it drops to the ground and creates a wide perimeter around the Flare Dancer. This makes it tough to get close, but at least the fire is stationary. The blue fires move around the room.

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Defeating the Flare Dancer requires the Hookshot. L-Target the Flare Dancer and grab his body with the Hookshot. This pulls the monster to you, but in doing so, you separate it from the fire. All that drops next to you is a tiny little ember. Immediately slash away with your sword. After a few moments, the Flare Dancer jumps back into the fire in the middle of the room and re-emerges with a full, fiery body. Hookshot it again and repeat the process.

TIP

When the Flare Dancer appears green, the fight is almost over.



After you defeat the Flare Dancer, the fires in the middle of the room go out. Jump up to the pedestal and ride an elevator up to the temple's fifth floor.

13 Crystal Switch



Climb up the grating in here and drop a bomb over the edge to trigger a crystal switch. This extinguishes the nearby flames so you can keep moving up.

14 Megaton Hammer



The Megaton Hammer is locked in the treasure chest on the far side of this room. The chest is encased in fire, too. If you step on the nearby switch, the fire temporarily goes out, but not for very long—certainly not long enough for you to climb over all of the ledges along the outside of the room.





Instead, take a moment and hunt down all of the Fire Keese in this room so they don't trouble you while you're making a run for the chest. Then, step on the switch and nimbly run up the narrow wall on the inside of the room. This is tricky because if you fall, you fall a long way down and will spend considerable time getting back up here.



When you reach the treasure chest in time, open it to receive the **Megaton Hammer**. This two-handed weapon is terrific for smashing up enemies, but it has additional uses, such as shattering silver boulders, knocking down statues, and breaking holes in the floor.



Smash the face in the floor near the switch to create a way back down. Inside the next room, hammer the statue to reveal a door.

15 Makeshift Stairs





Back down on the fourth floor, smash the face in the floor just around the corner with the Megaton Hammer. This drops the entire floor down, making stairs that lead down to the room with the fire walls. Before running down the stairs, pick up a crate at the top and carry it with you. Place the crate on the switch at the bottom and then step through the door.

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Inside the small room, smash the face on the floor to create a passage to the fire wall maze.

16 Rusty Switches and Freedom!



There is a rusted old switch next to a barred door. Smash the switch with the Megaton Hammer and then step through the door. Inside, play the Song of Time on the ocarina to remove a time block from the opposite ledge.



Now use the time block to cross the room and smash another rusty switch. This switch liberates the Goron locked up under your feet. Speak to the Goron to receive another **Small Key**.



Use the Megaton Hammer to smash the face in the floor next to the rusty switch back outside the Goron's prison. This drops you all the way back down to the very first lava room. Return to the entrance of the Fire Temple.

To Volvagia!

17 Statue Smashing



Use the Megaton Hammer on the statue to the right of the stairs in the entrance room. Follow the series of rooms as they arc around. You encounter another Flare Dancer, which can be disposed of via the usual Hookshot method.



Keep following the doors until you reach a switch. Hammer it to free the last Goron. Now you can claim the **Boss Key** from the ornate treasure chest. Head for the locked door to the boss, where you last saw Darunia, and challenge Volvagia.

TIP

Use the Hookshot on the pillar near the boss door. There are Recovery Hearts and a fairy in the jars on the ledge above the Hookshot pillar.

Boss: Volvagia



When you jump out to the hexagonal platform in the boss lair, you come face to face with Volvagia, the fiery dragon that Ganondorf unleashed. This terrifying beast was threatening to gobble up all of the Gorons before you freed them, but to make sure that Darunia's people remain safe, you must defeat this dragon here and now.



Volvagia dispenses a variety of attacks as it flies around the lava-filled lair. When the battle begins, watch for Volvagia to pop out of one of the holes in the floor of the platform. If you're quick, you can rush over and smack it in the head with the Megaton Hammer. This stuns Volvagia, causing it to drop to the ground. Hammer away until it wakes up again and retreats into the hole. However, if you miss this chance, Volvagia breathes fire. Keep back!



Volvagia also flies into the air and circles the platform, breathing fire. This attack is the most damaging of all, so steer clear by running to the opposite side of the lair.



Volvagia will, from time to time, fly up to the ceiling and knock loose several large boulders. Use the shadows on the floor to avoid the falling rocks.

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Look for Volvagia to whip its fiery mane around when it rises from the holes. During that moment of vanity, you have your chance to hit it with the Megaton Hammer and dish out a lot of damage.

CAUTION

However, there is a chance the dragon will duck right back down to fool you into running over to the wrong hole. Then the dragon will pop up behind you and breathe fire.

It takes several hits with the Megaton Hammer to defeat Volvagia, but if you just watch for that mane whip and make it to the hole in time to prevent it from breathing fire, you can wrap up this battle with minimal damage to yourself.

As always, after defeating the boss, collect the Heart Container before stepping into the blue warp that leads you out of the dungeon.

After Defeating Volvagia

Fire Medallion



The destruction of Volvagia causes Death Mountain to blow its top, but the explosion is actually the release of the evil energy that plagued the peak. Now the skies above Hyrule return to brilliant blue during the day.



Meanwhile, you are taken to the Chamber of the Sages in the Sacred Realm. There, you discover that Darunia is the Fire Sage. Impressed with your display of bravery, Darunia gives you the **Fire Medallion** and accepts his fate in the Sacred Realm.

Great Fairy Fountain





Back inside Death Mountain Crater, use the Hookshot to return to the ledge across the bridge. There are three red boulders, breakable only by the Megaton Hammer. Once they're shattered, you can enter another Great Fairy Fountain. This Great Fairy doubles your magic meter, which is critical for surviving the Shadow Temple.

You can also use the Megaton Hammer to claim Gold Skulltula Tokens on Death Mountain Trail. Otherwise, use the Prelude of Light to return to the Temple of Time.

Big Poes



This is a great time to fulfill the Big Poe hunt down in Hyrule Field. Speak to the Poe salesman who's taken up residence inside the guardhouse of the Hyrule Castle Town Market, just on the other side of the drawbridge. The salesman will pay you 10 Rupees for every bottled Poe you bring to him, but what he really wants are the Big Poes.



The Big Poes appear only when you are riding Epona around Hyrule Field. Use the Big Poe guide in Secrets & Specials to discover the location of all 10 Big Poes. When you collect all 10 and bring them to the salesman, he gives you the fourth **Bottle**.

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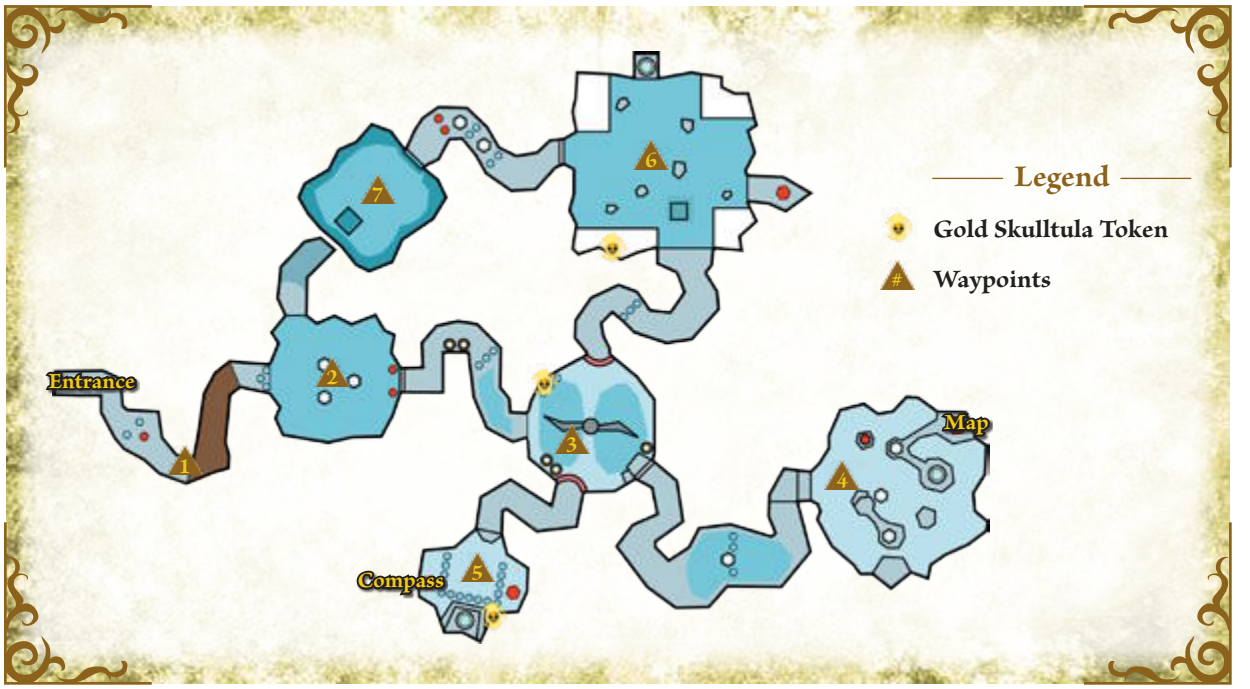
The Water Medallion

The Fire Medallion has been claimed and Darunia has accepted his place in the Chamber of Sages. Now Link must return to the Zoras in his pursuit of the Water Medallion, given by the Water Sage. Zora's Domain is a likely starting place for this quest, but like the Gorons, the Zora have fallen victim to hard times during the years that Link slept. Link needs to rescue King Zora from an icy fate if he is to open the way to the Water Temple.

Ice Cavern

Hearts: 13
Pieces of Heart: 22/36
Equipment/Items Found: Iron Boots, Piece of Heart (x2)
Songs Learned: Serenade of Water

Behind Zora's Fountain is the Ice Cavern, a frozen series of tunnels inhabited by chilly monsters. Here, Link must discover a special blue flame that can be used to melt magical red ice. Only with a bottle of blue flame will King Zora be freed from his frozen prison and able to help Link in his quest for the Water Temple.



Zora's Fountain



When you scale the inside of Zora's Domain, you discover that King Zora has been encased in a strange red ice and that many of the Zora have vanished. Perhaps Lord Jabu-Jabu has answers about the condition of the Zora monarch? Walk behind King Zora's throne and return to Zora's Fountain.



Jabu-Jabu is missing. In his place is a series of ice platforms floating in the water. Jump out across the ice. You have to keep moving when you bounce across the ice. Otherwise, the platforms tilt and drop you into the water. If you fall into the drink, just swim back to Jabu-Jabu's landing and start over.



There is a **Piece of Heart** on the ice floe opposite of Jabu-Jabu's landing. Jump out to retrieve it and then bound to the entrance of the Ice Cavern.

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Into the Ice Cavern

1 Icicles



The ceiling of the Ice Cavern is lined with huge icicles. As you explore the Ice Cavern, listen for the sound of breaking ice when walking beneath icicles. If you hear the little cracks, keep moving so you aren't speared and injured. In addition, there are ice stalagmites coming up from the floor, but they are easily shattered with a sword strike.

2 Freezards



As you enter this initial chamber, watch out for a new foe: Freezards. These breathy monsters attempt to encase you in ice, so stay back when you see them exhale. You must destroy all of the Freezards in the room to unlock the next door.

TIP

Deploy Din's Fire in the center of the room to take out multiple Freezards at once.

Freezard



Freezards are like living ice stalagmites. They move very slowly across the ground and breathe out freezing air. Avoid that breath, otherwise you are both injured and temporarily frozen in ice. When frozen, start swinging your sword to break free. Use any weapon to damage a Freezard, but a sword strike or bomb seems to do the most hurt.

3 Silver Rupees



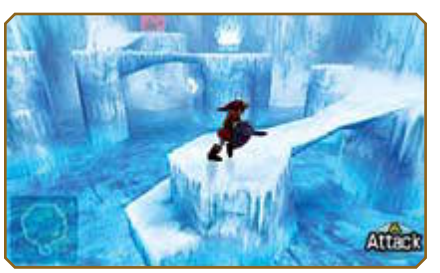
To move deeper into the Ice Cavern, you must collect five silver Rupees in this room. The giant ice blades in the center of the room complicate this task, though. Getting clipped by one of the blades does a lot of damage, so be mindful of your footwork. You slide a little on ice, so don't expect to stop on a dime. If you aren't cautious, you can slide right into a blade while seeking the silver Rupees.





Three of the silver Rupees are in the middle of the room. Just keep pace with the blades and pick up the Rupees. Find another behind two ice stalagmites. The last is above the blades, so climb up on a ledge overlooking the room and jump out to obtain it. Now you can leave the chamber.

4 Blue Fire



The Dungeon Map is in this room, but so is a source of blue fire. Both are valuable, which is probably why you now have to deal with Freezards and Ice Keese. Between the Ice Keese and Freezards, you have ample opportunities to be stuck in ice. Use projectiles to take down the Ice Keese when you first enter, and then finish off the Freezards. (Remember your Din's Fire!)



You need an empty bottle to store blue fire. Each bottle can hold just one "dose" of blue fire. Because you need several uses of blue fire to finish off this dungeon and free King Zora, fill all of your bottles now or plan on returning to this room a few times.

NOTE

This is why we recommended that you collect the fourth bottle via the Big Poe hunt before coming to the Ice Cavern.



Use blue fire to melt the red ice that encases the treasure chest in this room. Open the chest and claim the **Dungeon Map**. Now refill that bottle and return to the room with the ice blades.

5 Compass & Piece of Heart



Melt the red ice in the ice-blade chamber and enter this room to collect both the

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Compass and a **Piece of Heart**. After eliminating the Ice Keese in here, use blue fire to melt the red ice on the treasure chest. This chest contains the Compass. Use another dose of blue fire to melt the red ice that holds a Piece of Heart.

TIP

Before returning to the ice-blade room again, refill your bottles with the blue-fire source in this chamber.

6 Block Puzzle



The exit in this room is unlocked by collecting five silver Rupees. However, you need to use the sliding ice block to grab them because they are out of reach when you're on your own two feet. The ice block slides until it hits a rock or it falls into a hole. If the block falls into a hole, another drops from the ceiling.



To complete this puzzle, follow the directions on the map. They show you how to pick up all five silver Rupees and escape the room.

TIP

Want to collect the red Rupees in here? Play the Song of Time so you can climb up and grab them.

7 Iron Boots



As soon as you enter, a dangerous Wolfos springs into action. This is a White Wolfos—more aggressive than the previous Wolfos you encountered. However, your strategy should remain the same. L-Target the beast and use your shield to deflect incoming strikes. When you see the White Wolfos back off, counterattack.



After the battle, a treasure chest appears in the room. Open it to claim the **Iron Boots**. You now have the means to enter the Water Temple. Before leaving the Ice Cavern, make sure you have one bottle filled with blue fire, because you need it to liberate King Zora.

TIP

If you want to open the Zora Shop at the bottom of Zora's Domain, you need a second dose of blue fire.



Sheik also pays you a visit after you claim the Iron Boots. Sheik teaches you another new song: **Serenade of Water**. This melody instantly warps you to Lake Hylia, the entrance to the Water Temple. Because there are other things to do at Lake Hylia, such as play the fishing minigame, this song is useful.

Serenade of Water
L, R, Y, Y, X

After the Ice Cavern

Hearts: 13
Pieces of Heart: 24/36
Equipment/Items Found: Piece of Heart (x3)
Songs Learned: —



When you leave the Ice Cavern, swim over to Jabu-Jabu's landing and visit King Zora. Douse the frozen king with blue fire to melt the red ice. King Zora is grateful for your efforts and rewards you with a Zora Tunic. This blue frock allows you to breathe underwater, which is essential for the Water Temple.

After donning the new tunic, return to Zora's Fountain. Strap on the Iron Boots and sink to the bottom of the fountain to recover another **Piece of Heart** as well as a handful of Rupees.



At Lake Hylia, the Magic Beans you planted as a child have now grown into a flying plant. Return to the laboratory on the edge of the lake and ride to the roof. Now climb up the ladder to claim a **Piece of Heart** on the tower above the lab.

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NOTE

Alternately, you can play the Scarecrow's Song to make Pierre appear atop the lab and then Hookshot up to it.

Finally, there is another Piece of Heart in a secret grotto in Hyrule Field you can collect now, too. Look for a lone tree near Lon Lon Ranch, on the side that faces Hyrule Castle. Drop a bomb at the base of the tree. When it explodes, it reveals a secret grotto. Jump in and put on both the Zora Tunic and Iron Boots. Sink to the bottom and claim a **Piece of Heart**.



When you're ready to enter the Water Temple, don the Zora Tunic and Iron Boots. Sink to the bottom of Lake Hylia. Hookshot the crystal over the door to open it. Now enter the Water Temple.

Biggoron's Sword

Now that you have freed King Zora, you can complete every step in the trading sequence to claim Biggoron's Sword, which is the most powerful weapon in Hyrule—it does even more damage than the Master Sword. Collecting it is entirely optional, but it is well worth the multi-step quest all over Hyrule because the huge blade is a major help in boss battles. For example, in the upcoming Water Temple boss battle, hitting the boss with Biggoron's Sword speeds the end of the fight, decreasing your chances of taking damage.

Water Temple

(see map on the following page)

Hearts: 14
Pieces of Heart: 27/36
Equipment/Items Found: Longshot, Water Medallion
Songs Learned: —

Sunk below Lake Hylia, the Water Temple is a crafty labyrinth of corridors where access is controlled by raising and lowering the water level. Thankfully, Iron Boots and the tunic gifted from King Zora allow Link to explore the temple whenever it is submerged.

Getting Your Feet Wet

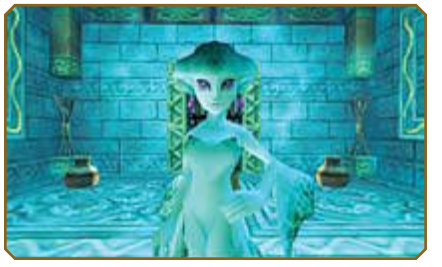
1 Sinking Slowly



With your Iron Boots on, step into the water and sink to the bottom of the temple. Now, enter the open door lined with bright yellow lines. Follow it to meet Princess Ruto.

TIP

Assign the Iron Boots to one of the item buttons now. You need to take them off and on for the entirety of this dungeon and having a quick way to swap them out will make playing much easier.



A lot has changed in seven years, including Ruto. She's all grown up and greets you with a smile. After all, how else would she greet the man she plans to marry? Ruto says she needs your help to defeat the horrible monster in the Water Temple.



Remove your Iron Boots and float up, following the yellow lines.

2 Dungeon Map



When you reach the top, step through the door. Four spiked balls roll toward you. Attack them from a distance so the spheres retract their spikes. That's when you can sword slash and destroy the spikes altogether. After the four spiked balls are gone, the treasure chest containing the Dungeon Map appears.

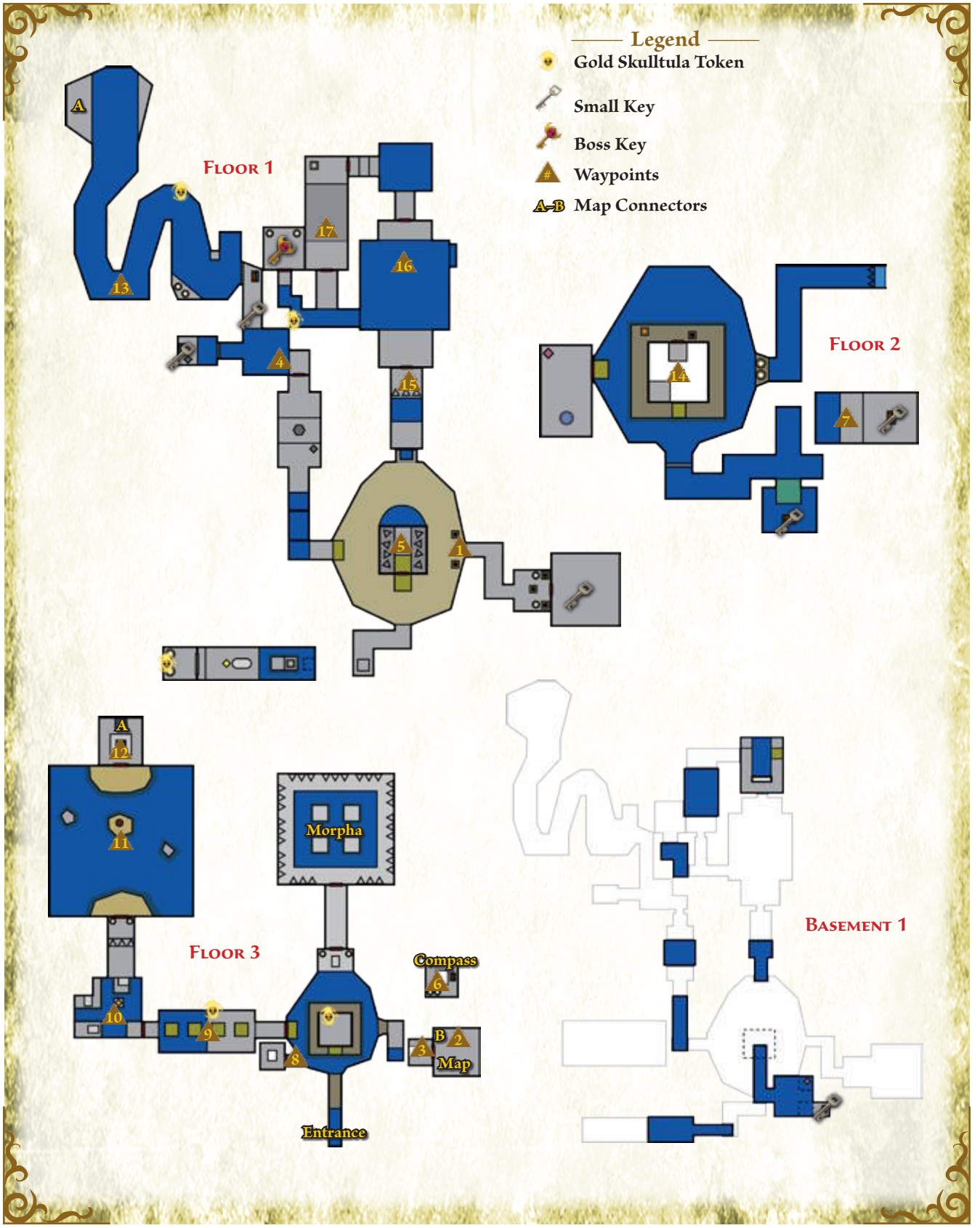
3 Adjusting the Water



There are several occasions when you need to raise and lower the water level in the

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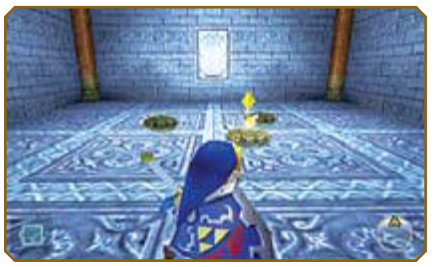
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temple. This is one of them. Look at the wall. Next to the Triforce symbol is a water meter. This shows you the level the water moves to when you play Zelda's Lullaby. Here, the water drops all the way to the bottom of the temple.



After you drain the water, drop back down to the first floor. There is a torch in a small room. Fire arrows through the central torch to ignite the two torches on either side of the barred down. (Or use Din's Fire.) When the torches are lit, the bars rise.



There are Shell Blades in this room. These ill-tempered razor clams are only vulnerable when their mouths are open. So inch close, wait for them to open wide, and slash away. When the Shell Blades are done, a small chest with a **Small Key** appears.

Shell Blade



Shell Blades are spike-lipped clams that attack by spinning into you with their mouths shut. Get close enough (but not too close) so the Shell Blade opens its maw, and then strike!

Tricky Gold Skulltula





Walk to the breakable floor in the dead end. Bomb the floor and drop down into the water. Swim through a corridor and then surface. The switch here raises the water just a bit, which floats a Hookshot panel. Hit the crystal switch behind the pillar to reveal a Gold Skulltula.

4 Dragon Room





Return to the main chamber and push the block in the wall until it falls down, revealing a watery corridor. Drop into the water and swim through the corridor. This leads to a room with a gap too wide to cross. However, if you smack the crystal switch, a water spout erupts. Jump across the spout to leave the room.





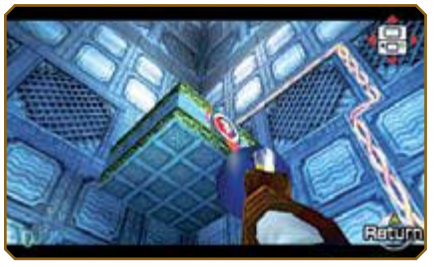
Swim across the water in here so you're floating over the head of the dragon statue. Don the Iron Boots and sink onto the body of the statue. Now hit the crystal in the dragon's mouth with your Hookshot. This temporarily opens a door. Hookshot to it immediately before it closes again.



Inside the next room, grab the **Small Key** from a treasure chest. Smack the crystal switch and then exit the room the way you came. Head back to the central chamber.

The Tower

5 Further Adjustment



Use a Small Key to enter the tower in the middle of the temple. Hookshot up the pillar using the panels on the walls. Look for the Triforce symbol on the wall. When you play Zelda's Lullaby here, the water rises to the halfway point. (An optimist might say the Water Temple is now half full.)

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Raising the water caused a red platform to rise. That opened a hole deeper in the temple, so put on the Iron Boots and carefully sink down to it while avoiding the spikes.



When you reach the bottom of the temple, hit the crystal switch to drop some Shell Blades into the room. Finishing the Shell Blades opens a portal in the ceiling. Float through it and pick up the **Small Key** in the treasure chest.

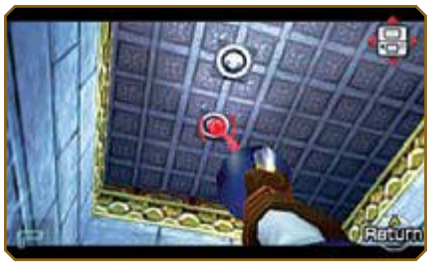


Now, float back up the middle of the tower and use the door in front of the red platform to exit back into the main chamber.

6 Compass



Jump to the ledge with the small jars. Follow the passage until you reach the spikes, and Hookshot safely between them.



Now look at the ceiling and Hookshot to the farthest panel so you end up on a ledge next to a crystal switch.



That crystal switch controls the water gushing up around the treasure chest in this room. When you hit the switch, the water stops. However, the wetless window is very brief. So, either shoot it with an arrow while standing next to the treasure chest or plant a bomb at the switch and run to the chest. When you trigger the switch, quickly open the chest and grab the **Compass**. Now return to the central chamber.

7 Ruto's Room



Now that the water is at the halfway mark, you can return to the room where you first met Princess Ruto. Follow the wavy yellow line. However, you cannot travel to the top. That's alright, because you're looking for a breakable wall on a ledge that's now dry.

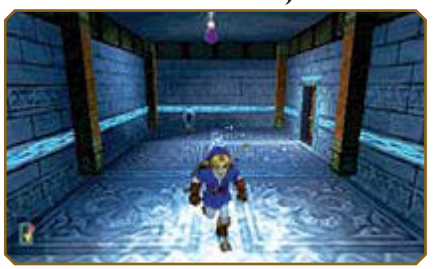


Bomb the breakable wall. Inside, you find another treasure chest that contains a **Small Key**. Once you claim it, return to the central chamber and use a key to unlock the door on the middle level of the temple.



The Hookshot panel above the door is flanked by blue markings.

8 Third Water Adjustment



Step on the low water spout in this room. Look out at the crystal switch and either shoot it with an arrow or throw a bomb at it. The triggered switch raises the water spout, which propels you up to another small chamber. Go through the new door.



At this water-adjustment panel, playing Zelda's Lullaby raises the water in the temple all the way to the top. This is where the water was when you originally entered the temple.

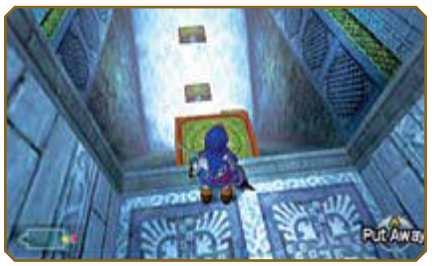


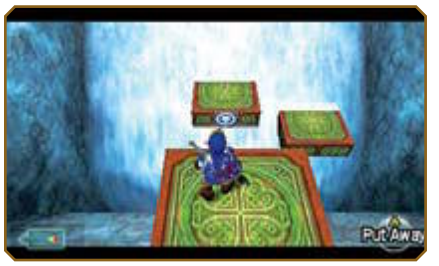
Now jump out to the water and swim over to the locked door next to the floating red platform.

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9 Chasing Waterfalls





This room can prove a bit tricky, but if you use motion controls to aim your Hookshot, you can get up the waterfall on the opposite side of the room fairly painlessly. To cross this long room, step off the ledge in front of you and land on a small platform. You're now close enough to Hookshot to the drifting platforms falling down the waterfall.

Yes, that's a Gold Skulltula on the wall, but without the Longshot, you cannot grab the token. Soon.



When you reach the drifting platforms, look up and Hookshot your way up. You cannot immediately zip up to the ledge. You must bound up a few platforms first before you are close enough to the Hookshot panel at the top, which takes you up to the ledge.

10 Statues



The statues in this room are tagged with Hookshot panels, but the water level controls whether or not you can actually use the panels. The crystal switch in the middle of the chamber controls the water. You need to circle this room to leave by using the Hookshot panels. Start by raising the water via the switch to reveal the first Hookshot panel. Hookshot over to it.

This room may be easier for you if you raise the water and then take out the Tektites that skitter across the surface.



Now, lower the water. You don't want to Hookshot to the next panel. You need to Hookshot to the wall next to the statue. With the water down, climb on top of the statue and drop down on the other side.



Now, raise the water back up and Hookshot over to the platform with the door. Lower the water again and then stand on the statue's head.



Hookshot the switch to raise the water and thus raise yourself up to the door. Now pass through the door and get ready for a miniboss battle against... yourself.

11 Dark Link



The water in this room is as smooth as glass. You can even walk across it. Something definitely isn't right about this chamber—or at least it isn't real. Walk across the water to the small door. Nothing happens when you touch it, so turn around and try to go back the way you came. When you close in on the tree in the middle of the water, you see a familiar outline. It's you—but it's you as Dark Link, a negative reflection of yourself.

TIP

If you picked up Biggoron's Sword, switch back to the Master Sword. You need a shield for this fight if you are low on health. If you're feeling brave, though, keep Biggoron's Sword out because it does extra damage. You just cannot block incoming blows.



When you battle Dark Link, you need to watch for breaks in his attacks. That's not easy because when you L-Target him and engage, he initially mirrors your own moves. So, the first segment of this battle is about survival. Use your shield to block any incoming attacks.



After some time, Dark Link begins breaking the imitation pattern. When he attacks, that's when you go in for a strike.

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Now, if you have plenty of hearts, you can attempt to fight Dark Link without L-Targeting. It's much easier to score hits because Dark Link doesn't necessarily mimic you, but you are exposed. If you choose to go without a shield and have Biggoron's Sword, then try to keep a little distance between you and Dark Link. When you see an opening, lunge forward and stab him.



Dark Link cannot block Din's Fire. It doesn't do a lot of damage, but it always hits him.



When Dark Link finally falls, the room reverts back to a normal Water Temple chamber. Now you can exit through the door that was previously unusable.

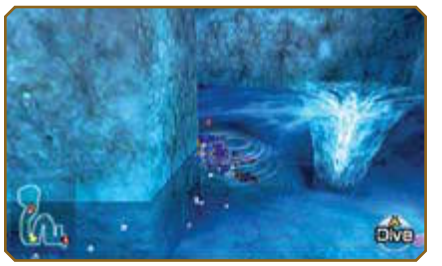
12 Longshot



When you defeat Dark Link, step through the door and open the treasure chest. This is the **Longshot**. It's like the Hookshot, except it has double the reach. Now you can cross greater distances—and if you're hunting Gold Skulltula Tokens, it allows you to pop (and retrieve) them from farther away.

On the Way to the Boss

13 Whirlpools

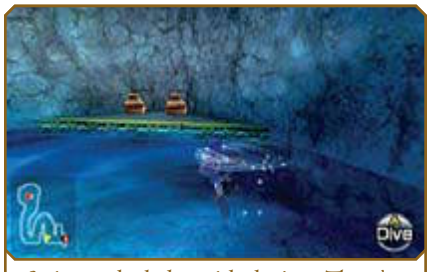


You must swim down a snaking river. However, there are several whirlpools in the river that "grab" you and pull you down. If you are sucked into the vortex, you are dropped back at the beginning of the river.





Hit the Iron Boots and stomp your way down the river, staying to the wall opposite of the upcoming whirlpool. Navigate the river (collecting Recovery Hearts if necessary) until you reach a tough spot with twin whirlpools. Here, you should actually remove your Iron Boots.



Swim to the ledge with the jars. There's a fairy in one of the jars, so bottle it up for later use.



Carefully swim between the whirlpools and grab the small ledge. Use your bow to shoot an eye switch and open the nearby door.



Jump over the water to grab the ledge that's now open. A small treasure chest there contains a **Small Key**. After collecting the Small Key, drop into the room with the dragon sculpture and then return to the central chamber.

14 Longshot Puzzle



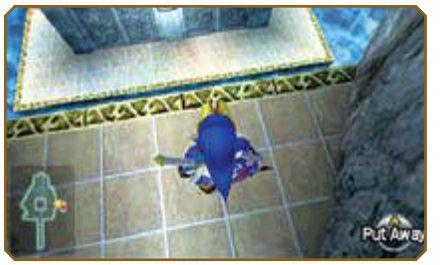
Return to the first water-adjustment panel by sinking to the bottom of the temple. Follow the lines to where you met Ruto and then float up to the panel. Play Zelda's Lullaby to drop the water.



Return to the tower in the middle of the temple and Longshot up the next water-adjustment panel. Play Zelda's Lullaby to raise the water to the halfway mark again. Now step back to the central chamber and look for an eye switch.

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Shoot the eye switch and then quickly Longshot before the grate shuts. Now follow the corridor to a large block. Push the block into the hole and grab the **Small Key** from the revealed chest. Now return to the main room by Longshotting up to the top of the area.

15 Deep Waters





Drop to the bottom of the central chamber and enter the corridor to the north. When you reach the end of the corridor, float back up and look for some spikes as well as a Hookshot panel. Longshot to the panel above the locked door.

16 Boulders & Tektites



Upon entering the next room, you see several Tektites on the water as well as boulders falling through holes in the walls. First, eliminate the Tektites. Either lead them to you one by one and dispense them with your sword, or shoot them with arrows.

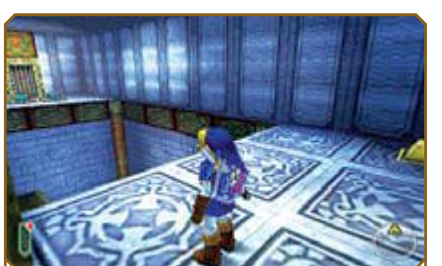


Now, swim across the room, but watch for the whirlpool. If you start to get pulled, put on your Iron Boots and sink to the floor. Run away from the whirlpool and then remove the boots. Float to the surface and grab the ledge. Now go through the door.





In the next room, eliminate the Stingers and then attend to the large red block. First, blow up the two walls that "block" the path of the block. Use the ledge to push the block through the corridor and then circle around to pull it away from the corner. Now return behind the block and push it off so it drops on the switch. This raises the water in the room. A higher platform can now be reached.



Now use the switch to raise two water spouts and cross the gap in the room.

17 Boss Key



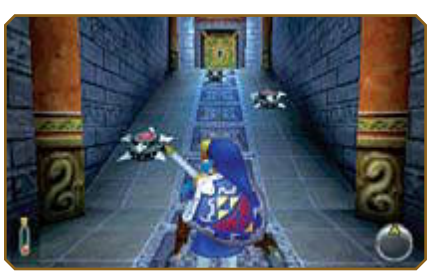


Follow the path to the corridor with running water and the falling boulder. Put on the Iron Boots and step out into the water. Sink down and look for a Shell Blade in the water. Defeat the Shell Blade and then remove the boots so you float up to a locked door.



Open the door and then retrieve the **Boss Key** from the treasure chest. There's a fairy in the jars behind the chest, too.

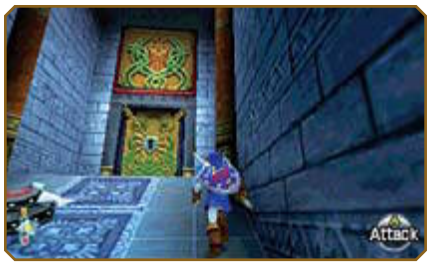
Now, raise the water back to the highest level and Longshot to the dragon statue with the Hookshot panel.



The spike traps in this room slide back and forth. You need to make a straight run up this ramp. If you stop at all, you'll slide right back down—and more than likely, slide into one of the spike traps.

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Stand next to one of the walls, wait for the first spike trap to slide away, and start your ascent. Keep a steady pace and unlock the boss door at the top.

Boss: Morpha



Morpha doesn't appear until you walk out to the middle of its lair. Hop out to the central block and then wait for the first appearance of Morpha. This boss is actually just a small sphere, but it has the power to control water. And so Morpha wraps itself in a large water tentacle that lashes around. If the tentacle grabs you, it constricts you and does heavy damage.





Defeating Morpha isn't complicated. Stand on the ledge that surrounds the pool and L-Target Morpha. This zeroes in on the sphere inside the tentacle. Now, use the Longshot to grab the sphere and pull it onto land. When Morpha flops up onto the ledge, hammer away with your sword.

CAUTION

Watch out for the spikes along the outer wall. You can back into the spikes, so stick to the corners of the room.

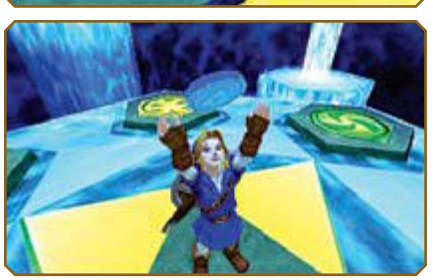


The longer the battle goes, the more tentacles Morpha uses. Only one of the tentacles contains Morpha's core, though. At this point, jumping out to the middle platforms is useful so you can easily look around and spot which of the tentacles contain the sphere.



If you use a bigger weapon like Biggoron's Sword, this battle ends faster. Morpha finally falls to your blade and the watery tentacles vanish. Left behind: a Heart Container and a warp out of Morpha's lair.





When you appear in the Chamber of Sages, Princess Ruto stands before you. It turns out that Ruto is the Water Sage. She gives you the **Water Medallion**. You are then returned to Lake Hylia, which has refilled with water.

After Defeating Morpha

Hearts: 15
Pieces of Heart: 27/36
Equipment/Items Found: Fire Arrows, Golden Scale, Piece of Heart
Songs Learned: —

Fire Arrows



Now it's time to claim the first magical arrow: **Fire Arrows**. To collect these arrows, step out to the island with the lone tree. Stand on the platform that looks out across the lake. Now, either wait for the morning sun or play the Sun's Song to cycle the sun. When the sun rises, draw back with your



bow and fire an arrow at the sun. The Fire Arrows then drop from the sky, out on a smaller island. Swim out and collect them.

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Golden Scale



As adult Link, you can return to Lake Hylia and go fishing again. To fish, you must pay the fellow at the counter 20 Rupees. This fishing game plays out very similarly to when you cast a line as a child. The goal is to catch a fish that weighs at least 15 pounds. If you reel in a 15-pounder, you win the **Golden Scale**. (Anything less pays out in Rupees.) The Golden Scale allows you to dive three times as deep as you could before you picked up the Silver Scale from Zora's Domain.

Laboratory & Piece of Heart



Now that you have the Golden Scale, enter the laboratory. Dive to the bottom of the well in the back of the lab. With the Golden Scale, you can touch the bottom of the well. That impresses the professor enough to give you a **Piece of Heart**.

NOTE

Now that you're done at Lake Hylia, it's time to take on the Shadow Temple. But before you can do that, you must return to Kakariko Village.

The Shadow Medallion

Rising from the depths of the Water Temple, Link successfully added a link to the growing chain in the Chamber of Sages. Only three medallions now remain and the next to claim is the Shadow Medallion, found when Link completes the tricky Shadow Temple. However, eyes can deceive in that haunted place, so Link needs to set out for Kakariko to recover an implement that will drop illusions: the Lens of Truth.

Before the Shadow Temple

100
- Hearts: 16
- Pieces of Heart: 28/36
- Equipment/Items Found: Lens of Truth, Piece of Heart (x4)
- Songs Learned: Nocturne of Shadow

Before Link goes to the Shadow Temple, he must retrieve the Lens of Truth from the well in Kakariko Village. With that tool, he can see through optical illusions. However, before collecting the Lens of Truth, there are a handful of Pieces of Heart that are easy to find now thanks to some special gear, such as the Longshot and the new song Link is about to pick up in Kakariko Village.

Collecting Heart Pieces

Nocturne of Shadow and the Frogs



Upon entering Kakariko Village, you are joined by Sheik, who is in serious trouble. After the trouble has subsided, Sheik then teaches you the **Nocturne of Shadow**, a special tune that warps you to the graveyard behind Kakariko Village.

Nocturne of Shadow
(X), (Y), (Y), (L), (X), (Y), (R)

NOTE

The Nocturne of Shadows is the last of the teleportation songs.

NOTE

If you skipped the Song of Storms during your earlier visit to the graveyard, go into the windmill now and speak to the organ grinder to learn the tune.

TIP

If you just want to go straight into the well, you can skip ahead. However, there are four easy-to-get Pieces of Heart up for grabs now that you have the Longshot and the Nocturne of Shadow. Those combine to make an entire new heart, and that will come in useful when you stare down the boss of the Shadow Temple.



After learning the Nocturne of Shadow, retreat to Zora's River. Walk along the bank, looking for a log sticking out of the water. When you peer at it, a message says that something is looking back at you. It's five frogs—and they love music!

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Stand before the frogs and play the Song of Storms, learned inside the windmill. The frogs dig the groove and reward you with a **Piece of Heart**. But don't leave yet. Play the five other non-warping songs now, in any order. Each song you play matures one of the frogs. When all five frogs are large, you can play a minigame with them. Follow along with the makeshift frog symphony, pressing the button associated with the frogs:

L = Blue
A = Gray
Y = Purple
R = Red
X = Yellow



If you can keep up with the frogs, following the fly that buzzes over their heads and making them croak along with its position, you win another **Piece of Heart**. This is actually tough to get, so expect to make a lot of mistakes. However, once you get the pattern down—and it's random every time you play (but it stays constant during an entire session)—you'll match the frogs note for note and score the prize.

Kakariko Village & Graveyard



Now, return to Kakariko Village. The next Piece of Heart is recovered with the Longshot. Longshot up to the rooftop with the lone guy watching Death Mountain. Speak to him to earn another **Piece of Heart**. There's now just one left to complete an entire heart!



Return to the graveyard and pull back the gravestone in the corner of the graveyard with the three flowers in front of it, near the soil spot. Drop down to meet up with the ghost of Dampé again. He wants a rematch. This race plays out very similarly to the first, but Dampé is even faster and now there is no room for error. Stick to the walls to avoid flames and follow the trail, being mindful not to be led astray by random Rupees.



The only way to beat Dampé is to Longshot to the finish line. When you climb up the ledge and enter the large chamber, look up to the torch. Longshot to it and slip through the door just ahead of Dampé. He awards you a **Piece of Heart** for your speediness.

Drain the Well





Now, to fetch the Lens of Truth, you need to drain the well. This requires a trip to the past via the Temple of Time. Return as a child and speak to Guru-Guru inside the windmill. Play the Song of Storms to call down the thunder and wreck the windmill. This drains the water from the well. Now you can climb down into it and start the minor dungeon: Bottom of the Well.

Bottom of the Well

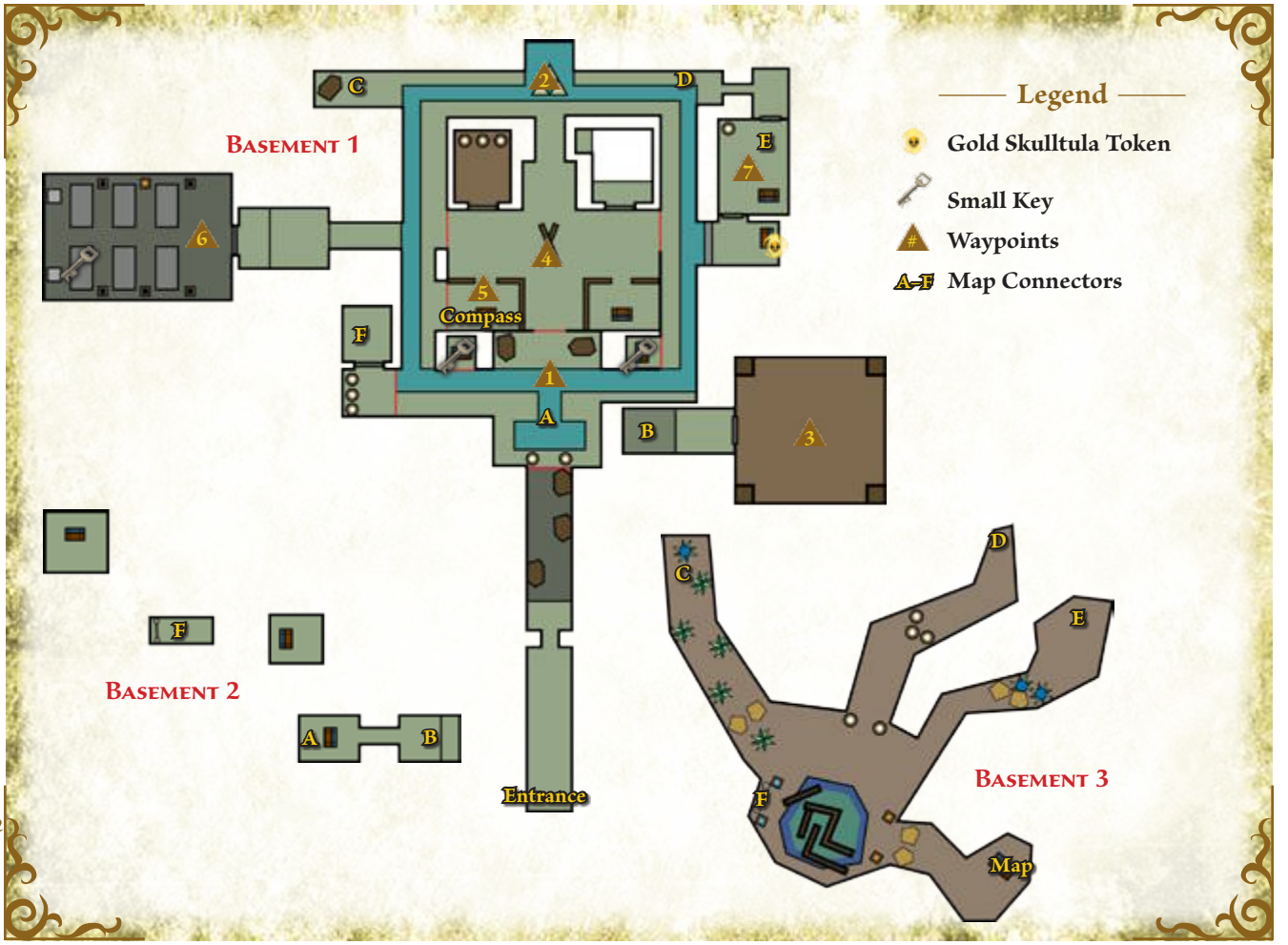
(see map on the following page)

Hearts: 17
Pieces of Heart: 32/36
Equipment/Items Found: Lens of Truth
Songs Learned: —

After draining the water from the Kakariko Well with the Song of Storms, Link drops into the darkness in pursuit of the Lens of Truth. This clever item will allow him to see false floors, invisible doors, and cloaked enemies. Without it, surviving the Shadow Temple is impossible!

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1 False Walls



When you enter the well, you need to dispatch a Big Skulltula. After doing so, step into the first room of the well. It looks like a dead end, but the wall behind the skeleton is actually an illusion. Step through the wall to enter a corridor that surrounds the main room of the dungeon. Circle the main room, looking out for a Green Bubble.

2 Lullaby





Upon reaching the stone statue spilling water, look for a Triforce symbol. That means just one thing: play Zelda's Lullaby. This halts the water, making it possible to enter the water-filled divot in the floor where you initially entered through the false wall. Drop into the hole, open the chest (it contains bombs), and then crawl through the hole.

3 Dead Hand & Lens of Truth



On the other side of the crawl space, climb up the vines and enter the next door. There are multiple, icky hands poking out of the floor. These are from the Dead Hand, a grim monster that appears when one of the hands nabs you. As soon as the Dead Hand tries to gnaw on you, hit it with your sword.

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Dead Hand



The Dead Hand is a slow, lumbering monster that only appears when one of many hands sticking out of the ground grabs you. But that's the only way to defeat the Dead Hand, so get caught and then quickly slash away as soon as the Dead Hand closes in.



After you defeat the Dead Hand, a treasure chest appears. It contains the **Lens of Truth**, the whole point of visiting this dungeon. You can leave now if you want, but there are other things to collect in here, such as Gold Skulltula Tokens.

CAUTION

Using the Lens of Truth consumes magic power, so don't leave it on. Just use it when you need it.

4 Hole in the Floor



Another false wall leads into the central room of the well. Use the Lens of Truth to see the entrance. Inside, you see treasure chests, but they are booby-trapped. Use the Lens of Truth to spot fake floors that drop you into the basement.



However, you do need to fall into the hole in the center of the room to reach the basement. Down there, you can collect the **Dungeon Map** marked on the map.



However, there is no easy way out of the basement. You need to collect five silver Rupees in this chamber to unlock the door that leads back up to the first floor. There are Rupees on the bridges that cross the poison pit as well as near the ladders.

TIP

Use the Sun's Song to stun the ReDeads down here and make short work of them.

5 Compass



Use the Lens of Truth to bypass the hole in the floor next to the treasure chest containing the Compass. Instead, walk outside the central chamber and then look to the inner wall. A hole in the wall safely leads to the **Compass**.

TIP

Look for false panels along the inner wall to collect two more **Small Keys**.

6 Coffins





This room is filled with coffins, guarded by mummy-like monsters called Gibdos. Like the ReDead, these mummies are stunned by the Sun's Song, making them easy to eliminate. Then, you need to light the torches next to the coffins to open them. Use a Deku Stick. The coffin in the corner contains a **Small Key**.

TIP

Use the Lens of Truth to peer inside coffins. Some contain monsters!



Now that you have some Small Keys, you can unlock the doors that lead to Gold Skulltulas back inside the main room.

7 Hidden Room



If you are collecting Gold Skulltulas, the last one is in a secret room within the well. Use the crawl hole in the wall near the water-spilling statue.

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Use the Lens of Truth to spot the holes in the floor (they lead back down to the basement), deftly defeat the nearby Keese and Beamos, and then go through the door. Defeat a Like Like on the other side, and collect the Gold Skulltula Token in here.

After Completing the Bottom of the Well





Now that you have the Lens of Truth, you can take on the Shadow Temple. However, there is another Piece of Heart you can collect with the benefit of the Lens of Truth. Stay in child form and return to Hyrule's market. Remember that Treasure Box minigame? With the Lens of Truth, you can easily see into the different treasure chests and always pick the Small Keys that let you unlock the doors. At the end of the minigame, because you always chose correctly, you unlock a chest containing a **Piece of Heart**.

NOTE

You need to be an adult to tackle the Shadow Temple, so visit the Temple of Time and remove the Master Sword.

TIP

You need magic to power the Lens of Truth, so purchase at least one green potion.



Now, play the Nocturne of Shadow and warp to the graveyard to get started on the Shadow Temple. Walk down the steps to access the temple entrance. Stand on the seal that's surrounded by torches and use Din's Fire.

The Shadow Temple

(see map on the following page)

Hearts: 17
Pieces of Heart: 33/36
Equipment/Items Found: Hover Boots, Shadow Medallion
Songs Learned: —

The graveyard behind Kakariko Village holds many secrets, but none more grim than the Shadow Temple. The murky depths of these ruins are a place of anger, evil, and sadness. Fortunately, with his heart full of bravery and a virtuous mission on his mind, Link has the power to overcome this horrible place and emerge victorious.

Getting the Hover Boots

1 Your Lying Eyes



Upon entering the Shadow Temple, you must Longshot across a wide crevasse. Bypass the "gears" on the opposite landing for now and instead use the Lens of Truth to see through the wall in the corner and enter a series of rooms that contain both the Dungeon Map and Hover Boots.

2 Dungeon Map



The treasure chest containing the Dungeon Map does not appear until you destroy the Keese and ReDead in this small side chamber. After eliminating the monsters, take the **Dungeon Map**.

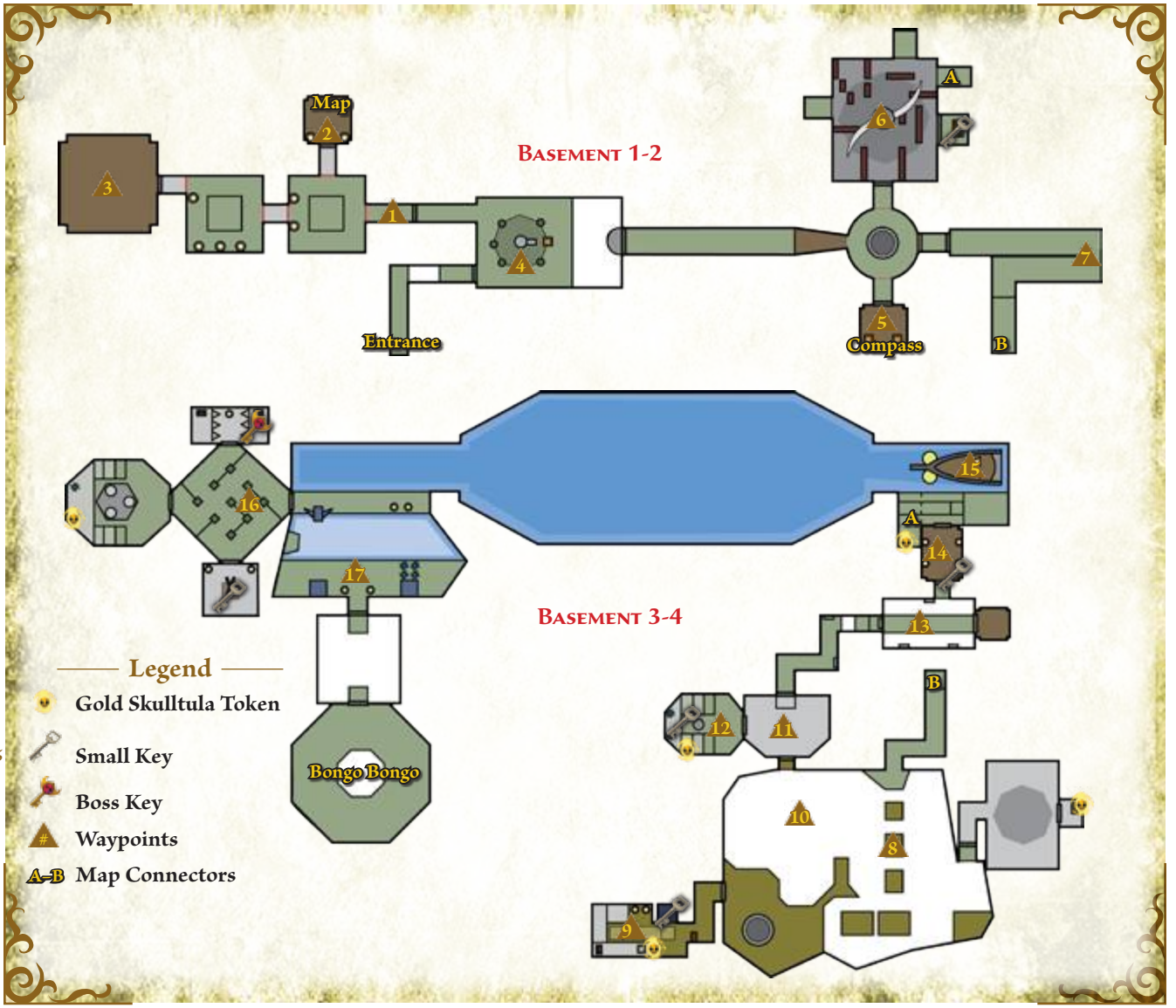
3 Hover Boots



Follow the map to move through the false walls. Use the Lens of Truth to see through the walls, such as the open panel that's actually between the two jars you spot after collecting the Dungeon Map. Continue through the fake wall in the corner.

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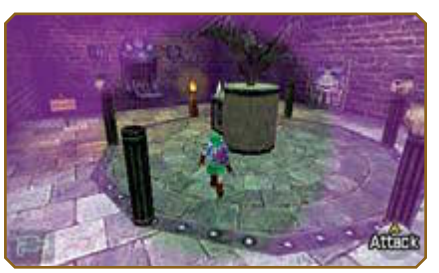


There's another Dead Hand in this chamber, but with the Lens of Truth, you have the upper hand. Use the Lens of Truth to see exactly where the Dead Hand is hiding. Let a different hand grab you so you have enough time to wriggle away before the Dead Hand is upon you.

Once the Dead Hand is down, a treasure chest appears. Take the **Hover Boots** and return to the first room with the gears that you passed on the way to this treasure.



4 Gears



Stand next to the gear in the center of this room. Use the Lens of Truth and look at the pillars circling the gears. One of the pillars has a skull on top of it only visible via the Lens of Truth. Now push the gear so it points to the skull. This unlocks the door across a wide gap in the floor.



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Now, put on your newfound Hover Boots and take a run at the door. You're walking on air! But you don't have enough speed to confidently walk to the door. You'll grab onto the ledge in front of the door and pull yourself up just in time.

5 Compass



When you enter here, destroy the Beamos with a bomb and then turn to a small chamber to the right. Step into the room and defeat the two mummified Gibdos to make a chest with the **Compass** appear. Alright, now you can see where you are on the Shadow Temple map.

TIP

Play the Song of Storms on top of the Beamos's location to conjure up a fairy.

6 Blades



After collecting the Compass, cross the room with the Beamos and slip through the opposite door. There are two death-head statues in here with spinning scythe blades. The blades do significant damage if you're clipped, but they do move at a measured pace.





To escape this room, you must collect five silver Rupees. Grab the two in the middle of the room, ducking under the blades if necessary. Longshot to the third silver Rupee in the corner. The last two silver Rupees are in the small alcoves. When you have all five, you can step into the corner of the room containing a treasure chest. There's a **Small Key** in the chest.



Now return to the room with the Beamos and bomb through the breakable wall (use the Lens of Truth to spot it!). Use the key to open the locked door.

Disobeying the Rules of Gravity

7 Skulltulas



As you snake through the next corridor, watch out for two things: Big Skulltulas and guillotines. The corridor is not wide enough to step around the Big Skulltulas, so you need to either wait for them to fall or use your Longshot to pop them.



At the end of the corridor, watch out for a Wallmaster hand. It falls from the ceiling and will take you all the way back to the entrance. Thankfully, Navi gives you advance warning.

8 Guillotines



You have to cross three platforms here, each with a falling guillotine. Don't wear the Hover Boots. The gaps between the platforms are narrow enough for you to jump across.



When you reach the third platform, slow down and wait for a Red Bubble to pop out of the abyss. Defeat it before proceeding so it doesn't knock you off the ledge.



When you pass the third guillotine, a Stalfos drops on the ledge. This is a small space, leaving little room for combat. Backflips, especially near the edge, are not recommended. However, you can try to trick the Stalfos into falling off. L-Target the Stalfos and "push" it to the edge with repeat attacks. Even if it deflects them, it may lose a little ground and eventually fall right off.

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TIP

Collecting Gold Skulltulas? Use the Lens of Truth to make two platforms appear. Jump across them. Keep using the Lens to spot the scythe in the next room. After you destroy all of the monsters in the room, the wall guarding treasure chests and a Gold Skulltula opens. The chests contain arrows and Recovery Hearts, unless you lost your shield to the Like Like. Then the chest with hearts has a Hylian Shield in it.



Just beyond the Stalfos is a platform that rises and falls with a crank. Put on the Hover Boots. As the platform falls, run out to it so you drop down just as it rises into the air.



When the platform reaches the top of its climb, run off the edge so you land near the path of the blade traps that circle a Beamos. Collect five silver Rupees here, to make the door in the corner open.

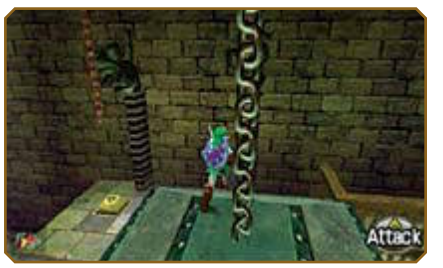
9 Falling Spikes



As you enter this room, you see two spike-covered panels fall from the ceiling. If you're caught under them, you lose a heart and are returned to the start of the room. Use the Lens of Truth.



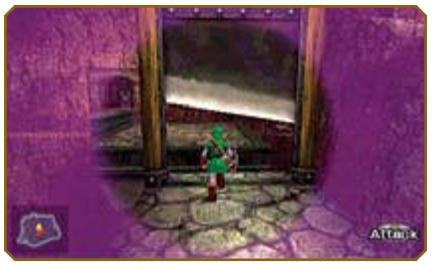
This reveals a pullable block in the nearby wall. Yank the block out and then push it beneath the spikes. The block is taller than you, so it blocks the spikes from impaling you.





In the middle of the two spikes, get behind the block and pull it the rest of the way to avoid the spikes. Now climb up the block and get on the nearby ledge. Cross the top of the falling spikes (it's safe to step on) to fetch a **Small Key** from a nearby treasure chest.

10 More Guillotines



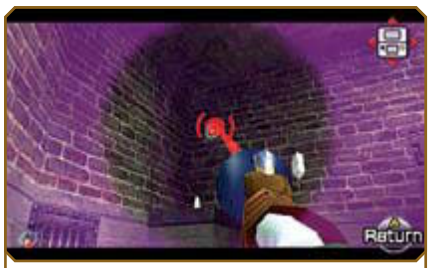
Now, return to the blade traps and use the Lens of Truth to see two new platforms just beyond a lone guillotine. Run across these now-visible platforms and hop out to a sliding platform. Ride the sliding platform to the door.

Deeper into the Temple

Silver Rupees



The Lens of Truth can be useful in here to see spikes that are otherwise invisible. But don't leave the Lens active for very long or else you'll drain a lot of your magic and by now, that's likely at a premium unless you packed along a green potion or two. Eliminate the ReDead in here and then collect the five silver Rupees that open the exit.



Use the Lens of Truth to spot the Longshot panel that lifts you through the seemingly impossible-to-reach silver Rupee.

12 Skull



When you enter this room, quickly dispatch the pesky Keese flittering around the walls. Next, climb onto the landing behind the huge skull in the center of the room. There are Bomb Flowers on the landing. Use those (instead of your private stash) to lob a bomb into the top of the skull. Remember your skills from Goron City!

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When you land a shot into the skull, it explodes and leaves behind a **Small Key**. Collect it and then return to the room with the silver Rupees. Use the Lens of Truth and Longshot up to the ledge above the spikes.

13. Get Out Those Iron Boots



In this corridor, you must contend with a series of fans that blow you about. If you have the Hover Boots on, you cannot gain any traction whatsoever and the fans will blow you into traps or off ledges. So take them off in the first part of the corridor, using them only to cross the gap before the bridge.



When you reach the bridge, take off the Hover Boots and put on the Iron Boots. These are heavy enough that the fans cannot nudge you off the bridge. Clank across the bridge without worry.



Now, the next eye switch is a little different than previous instances. This switch is on fire and will shoot fire at you. Draw an arrow and wait for the switch to open its eye. Immediately let fly with an arrow to put out the switch and open the door beneath it. Inside the room are ReDeads and a chest with hearts or arrows.



Now, return to the bridge and use the Lens of Truth to see a fake wall in the middle of the area. Equip the Hover Boots and run to the hole, fighting the wind. When the fan stops, you'll easily reach the ledge.

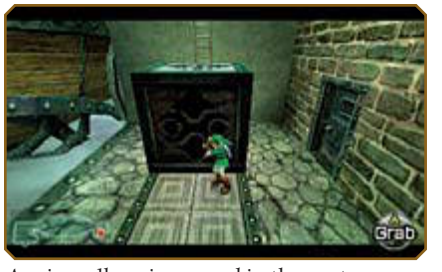
14. Invisible Key



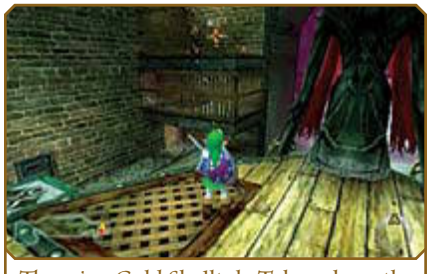
There are two treasure chests in this room. The visible chest contains bombs—good to have. But even better is the Small Key in the invisible chest. Bomb the mound of rubble and then use the Lens of Truth to spot the chest. Now grab the **Small Key**.

Pay the Boatman

15. Charon?



A grim galleon is moored in the next room. Before boarding the vessel, grab the block and pull it beneath the ladder. This creates a shortcut to the chamber with the scythes.



There is a Gold Skulltula Token above the boat. Use the Scarecrow's Song to make Pierre appear. Longshot up to him.





See that Triforce symbol on the deck of the ship? Play Zelda's Lullaby while standing on it. This "wakes" the boatman. You begin a slow journey down the river, during which you're boarded by Stalfos. L-Target them one at a time and shred the Stalfos before the boat docks because once the boat stops moving, you have just a few seconds to jump down to the landing before it sinks.

16. Keys





There are two keys to collect in these rooms: Small Key and Boss Key. First, use the Lens of Truth to see the walls of a minor maze. Head south first. The Small Key is in a room with invisible Floormasters visible only while you're looking through the Lens of Truth. After you finish off the Floormasters, a chest with the **Small Key** appears.

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The Boss Key is opposite the Small Key room. In here, two walls of spikes start closing in. However, they are made out of wood. So, deploy Din's Fire as the walls get close to burn through them. Now you have clean shots at two ReDeads. When those are down, the **Boss Key** treasure chest appears.



The third room of this maze contains a Gold Skulltula. It's behind the giant skulls. Incidentally, if you throw bombs in the skulls, you can win magic jars or hearts.

To the Boss!



Now return to the landing where the boat dropped you. Look across the gap you cannot cross. There are Bomb Flowers growing near a statue. Perfect! Shoot the Bomb Flowers with an arrow and the resulting explosion topples the statue. Now you have a bridge across.

TIP

Use the Song of Time and Scarecrow's Song to grab some Recovery Hearts on top of the ledge that's high above you.



Finally, use the Lens of Truth to cross a series of widely spaced invisible platforms. You need the Hover Boots to cross the gaps that separate you from the ornate boss door. Enter the door and then drop into the hole in the center of the room.

Boss: Bongo Bongo



This is no ordinary platform you're standing on—it's a giant drum. And what better to play this drum than two monstrous hands. These are the mitts of Bongo Bongo, the demon that guards the Shadow Temple.





Bongo Bongo's weapons are those massive fists. The boss deploys them in a number of ways, from sweeping a hand across the drum to slapping the ground. You have to avoid these attacks because they do a lot of damage, especially if you are caught in a clap between the two hands.



The drum is surrounded by poison. If Bongo Bongo grabs you and flings you out into the poison, immediately rush back and pull yourself up the ledge.

TIP

Use rolls to dodge the attacks.

CAUTION

Bongo's drum beats can knock you into the air.



So, two big hands—where's the rest of Bongo Bongo? Its body is invisible, so you need to use the Lens of Truth to see its torso, as well as its lone red eye, which just happens to be its weak spot. You need to find a way to get to that eye without being smashed by those colossal hands. Fortunately, there are two ways.



Aim for the hands. Use L-Targeting to zero in on the hands and shoot them with arrows. Or, if you're fast, you can hit one with your sword just as it gets within inches. Hitting a hand temporarily stuns it. Immediately target the other hand.

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When both hands have been stunned, Bongo Bongo stops moving. Its body slumps to the drum. Rush in to swing at the eye as many times as possible before it recomposes itself.



There is a more daring way to drop Bongo Bongo, and if you run out of arrows, it's especially useful. Use the Lens to look at Bongo Bongo. It realizes you can see it and so Bongo Bongo lashes out with both hands.



Stand your ground and swing your sword (or Spin Attack) just as the fists pass. Your strike will hit Bongo Bongo right in the eye, bringing the boss to the drum. Now swing away to do even more damage.

This battle—like most boss battles—goes much faster if you acquired Biggoron's Sword.



When you drop the curtain on Bongo Bongo's wild performance, the boss disappears and leaves behind a Heart Container and a warp to the surface. Grab the Heart Container and jump into the warp to return to the Chamber of Sages.



It turns out that Impa is the Sage of Shadow. She is happy to see you and tells you not to worry about Princess Zelda. You will see her again one day. Impa hands you the **Shadow Medallion**. You now have five of the medallions. There is still one left, so it's off to Gerudo Valley to pursue the Spirit Medallion.

The Spirit Medallion

Now that Link has acquired the Shadow Medallion, it's time to quest for the final sage at the Spirit Temple. The journey leads Link to Gerudo Valley, where he must earn the trust of the desert people before they grant him access to the haunted desert that divides Hyrule from the Desert Colossus, the spectacular statue that marks the entrance to the Spirit Temple.

Gerudo Valley / Haunted Wasteland

(see map on the following page)

Hearts: 18
Pieces of Heart: 33/36
Equipment/Items Found: Gerudo Membership, Big Quiver, Nayru's Love, Pieces of Heart (x3)
Songs Learned: —

The Gerudo are a proud people who live in the deserts beyond the verdant Hyrule Field. The Gerudo are almost entirely female, save for the one man born so rarely that he almost always ascends to the throne. But not all of the Gerudo trusted Ganondorf with the throne. Link must seek out these sympathetic Gerudo and befriend them so he may continue on to the Spirit Temple beyond the Haunted Wasteland.

Gerudo Valley



When you arrive in Gerudo Valley, you discover that the Gerudo broke the bridge spanning the canyon for protection. However, there are two ways you can cross the bridge. The Longshot now spans far enough to reach the wood on the far side of the bridge. However, there's a far more stylish way to enter Gerudo Valley as an adult: Epona. Get a running start and Epona gracefully sails over the gap in the broken bridge.

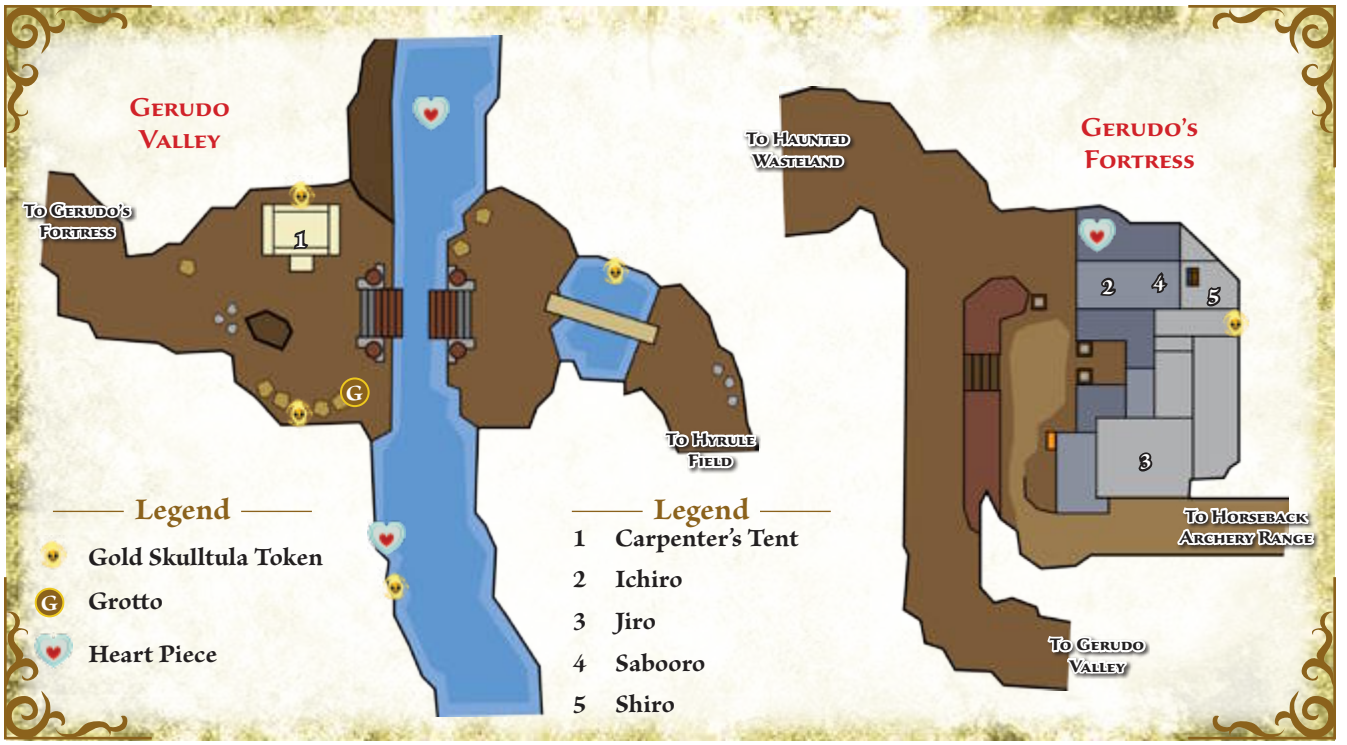
The Carpenters



Now that you're in Gerudo Valley, let's do something about the bridge. Speak to the foreman at the tent. He says he wants to fix

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the bridge, but his workers are absent. He thinks they are trapped by the Gerudo at their fortress deeper in the valley. If you can locate the four carpenters, they will have the bridge fixed in no time.

NOTE

While you can always cross the bridge even if it's broken, freeing the carpenters is required to earn the Gerudo Membership Card, which lets you head out to the Spirit Temple.



To locate the Gerudo's Fortress, go deeper into the valley next to the foreman's tent. The goal here is to get caught, so and into the sight line of one of the Gerudo guards. When you're spotted, the Gerudo toss you in a prison cell.



Thankfully, you have the means to escape. Longshot the awning above your cell window to break out of jail. The four carpenters are in this fortress, though, so you need to carefully explore it without getting caught again. If you are caught by a patrolling guard, you're dumped right back in this cell. (Yet they don't take your Longshot...)



As you infiltrate the fortress, use arrows to knock out the guards so you aren't spotted.

Ichiro





The first prisoner is in the door next to the spot you landed outside your cell window. Step inside and speak to the carpenter. He laments his situation, but is cut off when you're ambushed by a Gerudo Thief. Immediately raise your shield or at least step back (if you're using a two-handed weapon). Block the thief's blows and when she pauses, lean in for a strike.

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After defeating the thief, pick up the **Small Key** left behind and free the prisoner.

Jiro



Exit the fortress via the nearby door and dart back inside the next door over. Now, take out the guards here with arrows so you have a safe hallway to pass through as you free the other carpenters.



Step back outside through the next door. Inch out from behind the corner and take out the guard. When she's out cold, hop up to the ledge she occupied and step inside the door.



Talking to Jiro in the cell raises another Gerudo Thief. Take her out the same way as the first and then use the resulting **Small Key** to free Jiro. Now keep pushing deeper into the fortress.

Sabooro



Now outside again, climb down the nearby wall and enter the door. Again, talk to the prisoner to trigger the Gerudo Thief.



Battle her for a **Small Key** and then free the carpenter. However, instead of going farther in, retrace your steps so you are back outside near the wall you climbed down a moment ago.

Shiro



Enter the door back at the top of the wall you climbed down. Longshot across this crowded room and slip outside. Hop down and enter the door. There's another guard down here. After knocking her out, speak to the last carpenter, Shiro. Fight off the Gerudo Thief and then free Shiro.



Freeing the quartet of workers impresses the Gerudo. One of their leaders appears and gives you the **Gerudo Membership Card**, which lets you explore the entirety of the valley without threat of imprisonment.

TIP

Now feel free to backtrack through the fortress to collect Gold Skulltula Tokens.

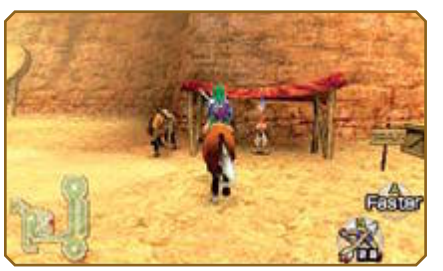
Piece of Heart





To collect the Piece of Heart on top of the Gerudo's Fortress, you need to climb up to the roof. Play the Scarecrow's Song to call upon Pierre. Longshot over to the scarecrow and then open the treasure atop the fortress to claim a **Piece of Heart**. Only two left!

Horseback Archery Range



Now that you can explore Gerudo Valley, hop on Epona and explore the archery range above the fortress. This minigame requires you be on horseback. Pay the Gerudo operating the range 20 Rupees to start the minigame.

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When the minigame begins, you no longer control Epona. Instead, you just aim your Fairy Bow. You need to shoot enough targets with your 20 arrows to score at least 1,000 points. Take out the jars on the crates and then the target at the end of the first pass. On the way back, aim for the targets on the wall. Hit the center for big points.



If you score 1,000 points, the Gerudo gives you a **Piece of Heart**. If you manage to rack up 1,500 points, you earn the **Biggest Quiver**. Now you can store up to 40 arrows.

There is another activity you can do now at the Gerudo's Fortress, but it is 100 percent optional. There is a reward for completing the Gerudo Training Grounds: Ice Arrows. These magical arrows are not required to complete your adventure, but they are cool to have nonetheless. Now, the catch with the Gerudo Training Grounds is that a lot of acquired equipment is needed to complete it, and right now, you are short on the Silver Gauntlets. There is a way to complete the dungeon without the Silver Gauntlets, but regardless, we are placing the walk-through for the Gerudo Training Grounds at the end of this chapter so you can see how it's finished with all of the equipment.

Haunted Wasteland







Now head to the Spirit Temple out across the desert, also called the Haunted Wasteland. To open the gate to the desert, climb the tower and speak to the Gerudo guard at the top. She recognizes your bravery and says she will open the gates for you, but you need to be mindful of the difficulties ahead.

Crossing the Desert



The first trial of the Haunted Wasteland is deadly quicksand. Use your Longshot to zip from crate to crate and keep off the shifting sands.

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Next, you need to follow the trail of banners across the Haunted Wasteland. With the sandstorm, it's tough to see them, but if you look carefully, you'll spot their outlines in the dust. If you veer too far off the trail between flags, you have to start the Haunted Wasteland over from the beginning.



Finally, you find a small building to seek refuge from the storm. Go inside and light the torches to claim 50 Rupees. Go back outside and climb on top of the structure. Use the Lens of Truth. See that Poe? That's your guide across the rest of the Haunted Wasteland.



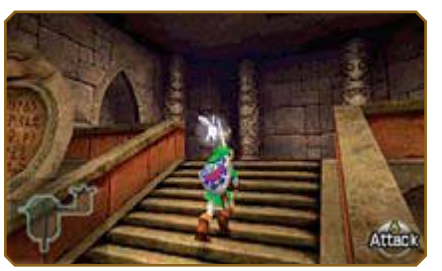
Keep looking through the Lens of Truth and follow the Poe as it weaves through the storm. Sometimes, it seems like the Poe is taking you in circles, but keep pace and it will eventually lead you out of the storm and to the Desert Colossus, a massive statue that serves as the entrance to the Spirit Temple.

Desert Colossus





Welcome to the Desert Colossus, a titanic statue that marks the entrance to the Spirit Temple. Away from the harsh sandstorms of the wasteland, the skies above the Desert Colossus are as blue as can be. But this oasis in not without danger, as Leevers pop out of the ground to poke you with their spiny skin when you stand still.



First, take a step inside the foyer of the Spirit Temple. There's nothing you can do in here as an adult, so walk back outside. You meet Sheik again, who tells you to return to the Temple of Time and replace the Master Sword. Sheik then teaches you a new song—the last you learn for the ocarina: **Requiem of Spirit**. This song will teleport you back to



the entrance of the Spirit Temple, which is useful for getting right back here after using the Prelude of Light to warp to the Temple of Time.

Requiem of Spirit
L, R, L, Y, R, L

Oasis



A secret oasis near the Desert Colossus offers a huge supply of fairies. Stand on the platform in front of the dried-up oasis and play the Song of Storms. The resulting rains fill the oasis, releasing a host of fairies. Wade into the waters and bottle up some fairies. You'll need them for the Spirit Temple.

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Great Fairy Fountain





The entrance to the Great Fairy Fountain is behind a breakable wall between two palm trees. Bomb open the wall and then enter the fountain. As always, step up the edge and play Zelda's Lullaby to call the Great Fairy. She gifts you with **Nayru's Love**, a shielding spell that temporarily protects you from enemy damage.

CAUTION

Be warned: Nayru's Love does not protect you from fire damage or falls.

Piece of Heart





The final Piece of Heart can be collected if you plant Magic Beans in the soft soil next to the Desert Colossus. Warp to the Temple of Time and become a child. Then teleport back here and plant the beans. After bouncing back to the Temple of Time and becoming an adult again, ride the plant above the Desert Colossus. Hop off on top of the stones near the entrance and claim the **Piece of Heart**.

TIP

If you followed this walk-through and collected the Pieces of Heart, you should now have 19 hearts. The twentieth heart is the reward for defeating the boss of the Spirit Temple.

Spirit Temple

Hearts: 19
Pieces of Heart: 36/36
Equipment/Items Found: Mirror Shield, Silver Gauntlets, Spirit Medallion
Songs Learned: —

Just beyond the grand facade of the Desert Colossus lies the Spirit Temple, the final challenge Link needs to complete before he can take the battle straight to Ganondorf. Within the Spirit Temple is the powerful Mirror Shield. Link must use its reflective powers not only to discover the heart of the temple but also to defeat the witches that are said to haunt its sandblasted halls.

NOTE

You must explore the Spirit Temple twice—once as a child and then again as an adult.

Through a Child's Eyes

(see map on the following page)



1 Now that you've returned to the Spirit Temple as a child, you can sneak through the crawl space. However, a Gerudo waits for you inside the entrance room. Tell her your trip to the Spirit Temple is innocent and she will relax, recognizing that you are not one of Ganondorf's goons. Apparently, this is the chief of the Gerudo, Nabooru. She knows Ganondorf is wicked and she's here to stop him.

She requests that you creep through the small hole in the wall and retrieve a treasure she is unable to reach: Silver Gauntlets. She then steps aside and lets you crawl through the hole.



In the next room, it's hysteria: Keese, Beamos, and spike traps. Bomb the Beamos as soon as possible and then take down the Keese with your slingshot or Boomerang. After removing all of the enemies, the doors unlock and you can move on to 2 .

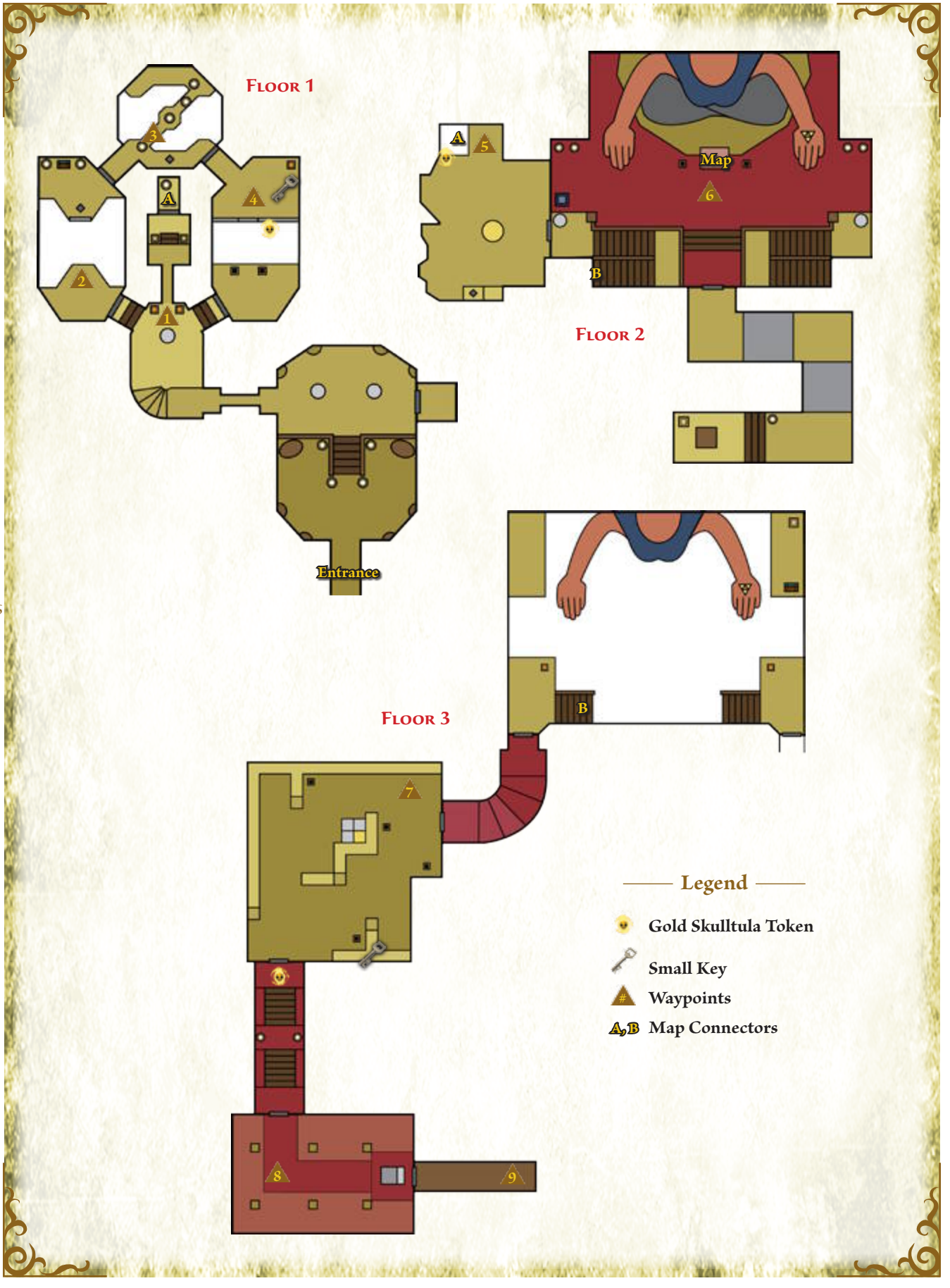
2 Boomerang Switch



A Stalfos attacks right away, but if you raise your shield, you can deflect its blows. Trade sword strikes to get rid of the Stalfos, but if you can maneuver it near the ledge, you can actually force it to backstep right into the pit. Next, eliminate the Bubble.

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To lower the bridge across this room, you have to hit the switch. Raise your Boomerang and arc it around the bridge. When you hit the switch, the bridge falls and you can continue exploring.

3 Anubis



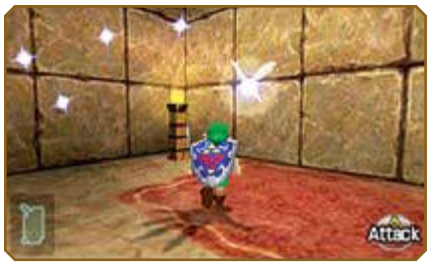


There is an Anubis in this room, which is tricky enough thanks to the narrow bridge over the void. The Anubis mirrors your moves, so you need to be mindful of its position. There is a way to destroy it from a distance. The switch in the middle of the room sparks a fire near the door. Direct the Anubis near the door and then hit the switch with your slingshot. Roasted!

Anubis



The Anubis is a mummified enemy that floats above the ground, tracking and mimicking your every move. Do not use your sword against this monster or it will attack with fire. Instead, use your own fire attack, such as a Fire Arrow or Din's Fire, to burn it up...unless there is a source of fire available in the room.



4 First things first: Wallmaster. Watch for it and then roll away so it harmlessly touches down next to you. Then, take it out with your sword. With the Wallmaster gone, turn your attention to the various Keese in the chamber.





Now, you need to collect five silver Rupees to make a bridge across the room. Crawl along the wall to pick up the hanging Rupees you cannot otherwise collect. When you have the quintet of silver Rupees and can cross the bridge, deal with any outstanding Keese.



Now, light a Deku Stick at one of the ignited torches. Use it to light the dormant torches, which makes a treasure chest appear. Collect the **Small Key** inside the treasure chest and then pass through the door to end up back in the room with the Beamos.



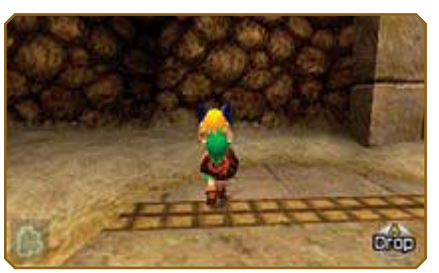
Crawl through the hole that was behind the Beamos and then unlock the door. Now climb up to the second story of the Spirit Temple.

Second Floor

5 Using Bombchus



Immediately lay into the Lizalfos that appear in this room when you enter. Trade sword strikes and counterattack when they let their guards down. After dispatching the Lizalfos, you must attend to a Bombchu puzzle.





See that sun on the floor? You need to bathe it in sunlight. To do so, you have to run a Bombchu up to the cracked wall. Line up the Bombchu and release it. When it hits the wall and explodes, the sun is activated by light, which in turn opens the door for you.

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TIP

No Bombchus? No problem. Shoot the crystal switch in this room and a treasure chest appears that's loaded with Bombchus.

6 Snake Statue



You will return to this room multiple times during both visits to the Spirit Temple, but right now, the only thing you need to do is push an Armos off the nearby ledge to activate a switch below. Now climb up the stairs and keep moving until you reach the block puzzle involving the sun.

7 Sun Block



Don't try anything in this chamber until you bomb the Beamos spread around the room. Dealing with the spikes is tough enough. You don't need laser beams on top of them. With the Beamos gone, collect the five silver Rupees in the room. You have to slip by some of the spike traps quickly to collect them, but gathering all five isn't that difficult.



Nabbing the fifth silver Rupee lights a torch in here. However, there are unlit torches, so get out a Deku Stick and use it to ignite the snuffed out torches. (As always, you can use



Din's Fire—but that's costly to your magic supply.) When you light all of the torches, a small treasure chest appears that contains a **Small Key**.



Next, you must drag the block with the sun symbol into the beam of light. Pull the other blocks out of the way and then push the sun into the pool of light. This opens the exit door.

8 Iron Knuckle





An Iron Knuckle sits dormant on a throne in this decorated chamber. The exit will not open, though, until you wake this bully and then take it down. Approach the Iron Knuckle and tag it with your sword. It rises and then lumbers after you, swinging its massive axe. Roll away from that axe swing because it does tremendous damage.



If you're clipped by the axe and need hearts, lead the Iron Knuckle to a pillar or its throne. When the Iron Knuckle swings and destroys the stone, pick up the resulting three Recovery Hearts.

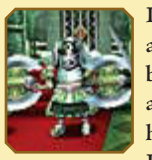


As the battle wears on, the Iron Knuckle loses some of its armor. This is a mixed situation. Your sword blows now do more damage, but the Iron Knuckle is also a bit faster. Keep on top of those rolls to make sure the axe never meets its mark. After you defeat the Iron Knuckle, the door opens.

TIP

Need to stay back from the Iron Knuckle? Use bombs!

Iron Knuckle



Iron Knuckles are armored brutes that brandish battle axes as big as a boar's head. Though the Iron Knuckle is slow, getting clipped by the axe is severe—you lose four hearts! You have to essentially outlast the Iron Knuckle, avoiding its blows while rushing to deliver your own. After several hits, some of the Iron Knuckle's armor falls off. This makes it more vulnerable, but it also allows it some extra speed.

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9 Silver Gauntlets



Outside, listen to Kaepora's story about the witches who rule the Spirit Temple, and then open the large chest out on the Desert Colossus hand. You receive the **Silver Gauntlets.** Now you can lift heavy objects, such as silvery boulders that are otherwise too weighty or impervious to bombs.



After collecting the Silver Gauntlets, you've done everything you can as a child. Warp to the Temple of Time and remove the Master Sword. Now come back as an adult (the Requiem of Spirit warps you right back) and enter the Spirit Temple.

TIP

Before going back into the Spirit Temple, refill your bottles at the fairy oasis via the Song of Storms.

Adult Action

(see map on the following page)

10 Using the Silver Gauntlets

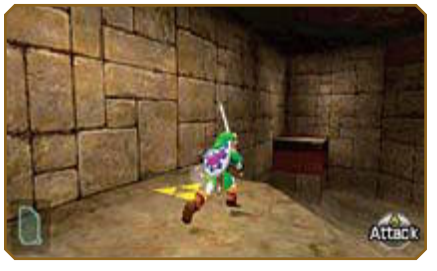


Now that you've returned as an adult, put those Silver Gauntlets to good use. Push the giant block to clear the archway and open a passage to another three-doored room.



In here, deal with the Beamos so you don't have to worry about getting zapped by its eye beam while aiming for the crystal switch. Hitting the crystal switch that hangs from the ceiling opens two of the doors against the far wall.

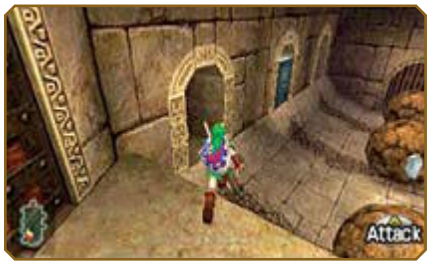
11 Compass





Want the Compass so you can see exactly where you are as well as all of the treasure? You need to defeat the Wolfos in this chamber first. As soon as the room is clear, step on the Triforce symbol and play Zelda's Lullaby on the ocarina. The tune conjures a treasure chest on the far side of the room. Longshot out to it and collect the **Compass**. Then, Longshot back and return to the previous room so you can take the other door.

12 Boulder Dash



A series of boulders roll back and forth in this chamber with a curved floor. To open the door at the other end of the room and claim a Small Key, you need to artfully dodge the boulders while collecting five silver Rupees.



Four of the silver Rupees are hidden in alcoves above the boulder paths.



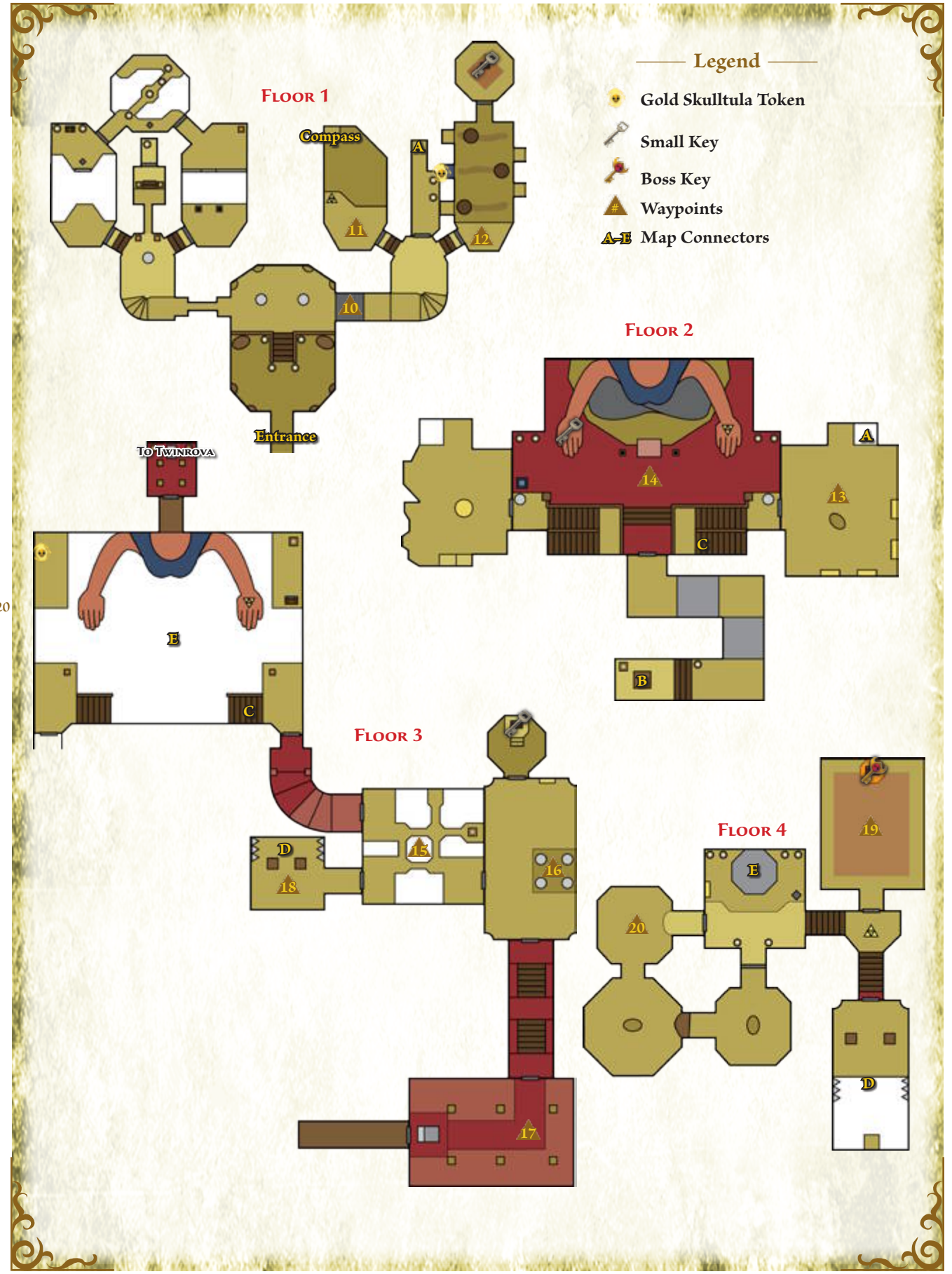
The fifth silver Rupees hangs in the air. Don your Hover Boots and run toward it from the closest alcove. You'll snag it before gravity takes hold and brings you back to the ground. Just make sure you scoot out of the way of a boulder before it rolls into you!

TIP

Going after the Gold Skulltula in this room? Play the Song of Time to move the time block and reveal the little beastie.

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When you go for the Small Key, watch out for a Like Like that drops down when you enter the room.

13 Light Puzzle



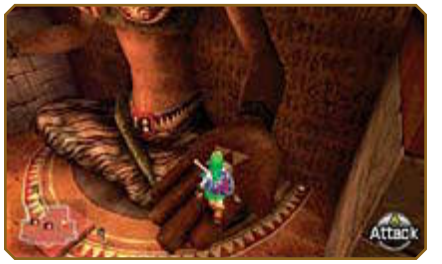


Before attempting to do anything with the mirrors in this chamber, you need to defeat all of the monsters. Another Like Like drops in to play. Defeat it and then climb up the wall. The Lens of Truth reveals a skittering Floormaster. Once these monsters are gone, you can attend to the mirror.



Now, rotate the mirror in the middle of the room to cast light on the sun symbols. Every symbol you light up drops a chest, save for one, which opens the nearby door. Two of the treasure chests are really traps, though. While the first contains Recovery Hearts, the second freezes you. The third releases a Wallmaster.

14 Back to the Snake Statue



You approach this room from the opposite side as before. Now you can access the statue's hands. Run up the stairs and then jump out to the hand with the Triforce symbol in its palm. When you land, play Zelda's Lullaby to summon two treasure chests.





Longshot over to the treasure chest in the opposite hand. Open it to claim a **Small Key**. Now, Longshot up to the treasure chest on the nearby platform via the torch. The treasure chest contains just five Rupees. But use the Megaton Hammer on the rusted switch to open the door out of this room down on the lower floor.

TIP

Collecting Gold Skulltulas? Play Scarecrow's Song while in the hand that holds the Small Key. Longshot up to Pierre to nail the Gold Skulltula.



Next, drop down and light the two torches in the middle of the room (Fire Arrows or Din's Fire) to make another treasure chest appear. This chest contains the **Dungeon Map**. Finally, return to landing where you entered this room and use the key to unlock the door.

TIP



To create a shortcut back up to this room, go through the newly unlocked door and push the huge blocks down into the holes. Now, hit the rusted switch to fire up an elevator that leads to the entrance room.

15 Another Anubis



The Anubis in this tricky room are destroyed the exact same way as before—with fire. But first throw a bomb at the Beamos to make moving around in here easier. Once that's done, play the Song of Time to make a time block appear in one of the holes in the floor.

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Next, hit the switch to start a fire. When you start circling the room, the Anubis mirror your movement. You can lead them all right into the fire by forcing them to perform your exact (but opposite) moves.

16 Armos



The Armos in this room are your key out. The blue switch on the floor requires constant weight. Stand near the locked door and shoot an arrow at the Armos that's on the other side of the switch. When it hops onto the switch, duck through the door before the Armos jumps off in its pursuit of you.

17 Iron Knuckle





Ready for a second Iron Knuckle fight? Fortunately, you are much stronger this time—and if you have Biggoron's Sword, you can cleave this monster down to size in no time. Just L-Target the brute and keep your distance whenever it raises that axe. If you need Recovery Hearts, lead the Iron Knuckle to a pillar and trick it into swinging the axe. Pick up the resulting Recovery Hearts and then roll away before the Iron Knuckle takes another chop. After you defeat the Iron Knuckle, go through the unlocked door.



You step back outside again. This time the treasure chest contains the valuable **Mirror Shield**. This shield can reflect both light and magic, making it ideal for solving some of the light-based puzzles in the last stretch of the Spirit Temple.



Use the Mirror Shield to reflect light on the sun back in the room with the Armos to open up the next door.



Now, grab the **Small Key** and then go back to the room where you roasted the Anubis. Go through the locked door.

Final Push

18 Sliding Wall



First, bomb the Beamos. With such close quarters at the bottom of this room, you cannot afford to spend time dancing around lasers. Plus, there's a good chance you'll end up back down here before reaching the top of the high wall and it's not fun to get up from a nasty spill only to be zapped by a Beamos.



Next, look up at the sliding wall and shoot the Skullwalltulas with your bow or Longshot.



Finally, it's time to climb this thing. There are multiple sliding panels. You can only crawl up the cobblestones—and you can only move between panels when they are not moving. If you are caught halfway between two panels as they slide, you fall to the ground.

19 Boss Key





Play Zelda's Lullaby on the Triforce symbol here to open the locked door and keep moving. In the next chamber, you see the treasure chest with the Boss Key—but it's

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engulfed in flames. First, eliminate the Torch Slugs and then drop a bomb next to the breakable wall. This reveals an eye switch. Shoot the eye switch with an arrow to make ice platforms appear.



Next, Longshot up to the platform and then step on the nearby switch. This extinguishes the fire around the treasure chest that contains the Boss Key. Grab the **Boss Key**!

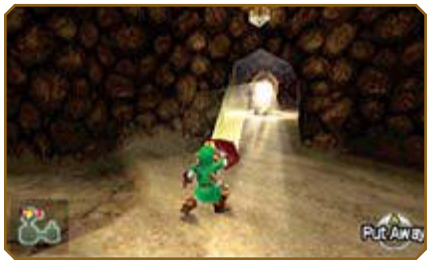
20 Mirror Puzzle



There are multiple steps to solving this puzzle. First, raise your shield to block the flying jars. When the pottery cascade is over, hit the crystal switch to unlock the door.



In the next room, you must defeat a Lizalfos. The duel is short if you block its incoming blows and return with your own slashes when the Lizalfos's guard is down.





Now, use your Mirror Shield to direct the beam of light to the sun symbol above the archway. Raise your shield and then use the Circle Pad to aim the reflected light. This summons a treasure chest that contains bombs. Next, step toward the mirror in the next chamber and fight off the Bubbles. Once they're down, bomb the breakable wall.



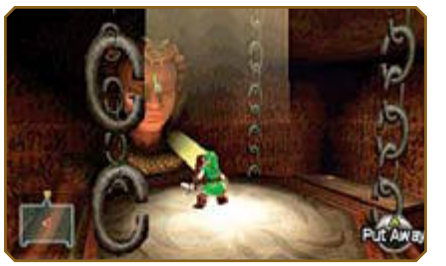
Rotate the mirror so it casts light on the mirror you just revealed by bombing the wall.



Rotate the next mirror so the beam of light is reflected through the bars. It hits another mirror that reflects it down.



Finally, return to the area below the mirror reflecting the light down. Raise your Mirror Shield and bounce the light beam onto the sun symbol. This drops you back down to the snake statue.





Reflect the light to the snake head, which makes it disappear. This reveals a circular panel. Longshot the panel to spin it and zip through the hole. Now use the Boss Key to open the door and head into the final showdown of the Spirit Temple.





Two witches, Koume and Kotake, are ready for you. But the Twinrova Sisters have no plans to fight you just yet. Instead, they send an Iron Knuckle to soften you up for the boss battle. Defate this Iron Knuckle with the same strategies as the earlier incarnations.

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However, when the Iron Knuckle falls, it reveals an unexpected victim: Nabooru. Before you can rescue her, Koume and Kotake reappear and spirit her into the boss lair. Follow the trail and get ready for a magic-volleying battle against these wicked crones.

Boss: Twinrova Sisters, Koume and Kotake

The Twinrova Sisters are witches with elemental powers. Kotake commands ice magic while Koume wields flame. Together, they are troublesome opponents. But when they eventually join forces to create a single superwitch, the battle kicks into high gear. However, at all points, adept usage of the Mirror Shield is a requirement for success.



At the start of the battle, when the sisters are separate, you must reflect their attacks back. However, the trick is to reflect the magic of one sister at the other. So, if Koume is unleashing a fire beam, use the Mirror Shield to direct that magic over to Kotake.



Use L-Targeting to lock on to the sister about to attack. For a hint as to which sister is about to attack, look for one to stop moving and raise its wand. When the beam strikes your shield, use the Circle Pad to aim for the other sister while she's still nearby to complete the counterattack.

CAUTION



Watch out for the magic spells if you miss. Both create large area effects on the ground, but the ice magic is the most dangerous. If you touch the pool of ice magic, you're frozen for a few seconds, leaving you vulnerable to an incoming attack.



After you take several good cracks at the sisters with their reflected magics, the witches merge into Twinrova. The witch stick unleashes magic attacks, but now you need to absorb at least three of each attack in order to return fire. Once you have absorbed three magic volleys, blast it back at Twinrova



There's a catch to capturing magic. You must collect three of the same element. If you capture two ice blasts and then absorb a fire attack, the sequence backfires and damages you. So, if the "wrong" type of magic is incoming, roll out of the way and wait for the match.



When you return fire and tag Twinrova with a charged magic attack, she drops to the ground. Quickly rush to her (she always falls on a small platform outside the main battlefield) and start slashing. After several hits, Twinrova composes herself and rises into the air for another round of this magic duel.

After Defeating Twinrova





After several rounds of melee attacks on Twinrova, she finally perishes. A Heart Container flutters to the ground near a warp to the Chamber of Sages. In the Chamber of Sages, you see that Nabooru is indeed the Spirit Sage. She offers you the **Spirit Medallion**, which is the final medallion needed. Rauru appears to you and ask you to return to the Temple of Time.



At the Temple of Time, Sheik waits. When you arrive in the temple, Sheik returns to the legend of the Triforce and how when Ganondorf was able to infiltrate the Sacred Realm, the Triforce shattered into three pieces. Ganondorf absconded with the Triforce of Power. Sheik has the Triforce of Wisdom. You possess the Triforce of Courage.

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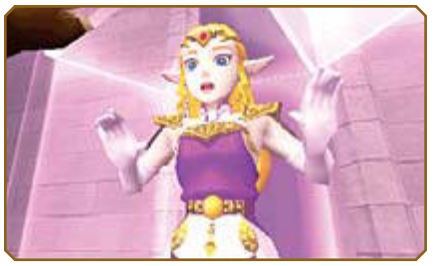
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But then Sheik reveals another bombshell: she is actually Princess Zelda! And she is ready to help you bring the fight to Ganondorf, who is holed up in his castle

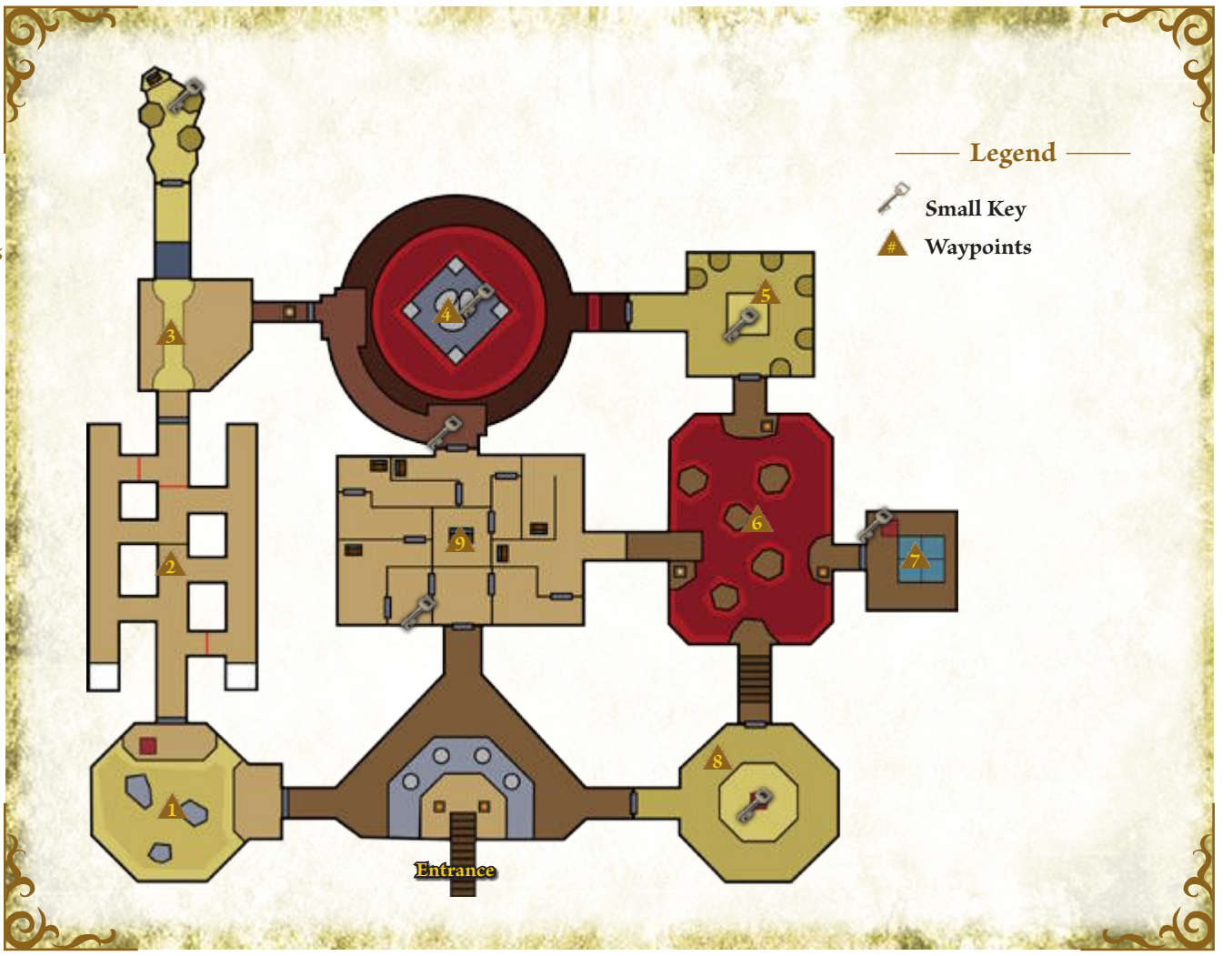


on the site of Hyrule Castle's ruins. Zelda offers you another gift: **Light Arrows**. These magical arrows can break through the King of Evil's defenses, making them critical for the final showdown.



The reunion, though, is cut short when Ganondorf captures Zelda in a crystal prison. He takes Zelda to his castle and throws down the challenge to see if you can actually penetrate his fortress. If you are ready, it's time to march on Ganon's Castle. Just make sure you have fairies and magic-replenishing potions ready, because that final fight is epic indeed.

Gerudo Training Grounds



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Remember when we talked about the Gerudo Training Grounds before heading into the Spirit Temple? Well, now that you have the Silver Gauntlets from the Spirit Temple, you have the sixth piece of the temple-specific equipment needed to complete this small dungeon.



The Gerudo Training Grounds is a series of locked rooms that require the use of these items—Silver Gauntlets, Hover Boots, Fairy Bow, Lens of Truth, Megaton Hammer, and Longshot—to find the necessary keys. At the center of the dungeon is a chest containing Ice Arrows.

There are nine locked doors in this dungeon. Now, technically, you only need seven keys to reach the Ice Arrows, and we'll show you where the shortcut is in case you want to do this before completing the Spirit Temple.

Let's complete this circuit of rooms starting to the left of the entrance room:



1 **Defeat the two Stalfos in this room within 60 seconds. Use either the Megaton Hammer or Biggoron's Sword to accelerate the fight. When the battle ends, open the resulting chest to claim a Small Key.**

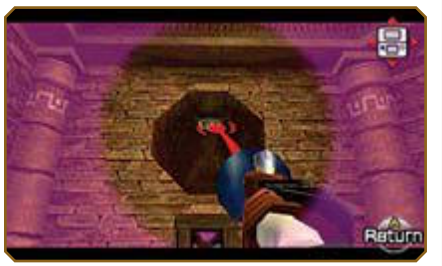


2 **Collect the five silver Rupees in this room within 90 seconds. Grab the two Rupees along the left column of the room**



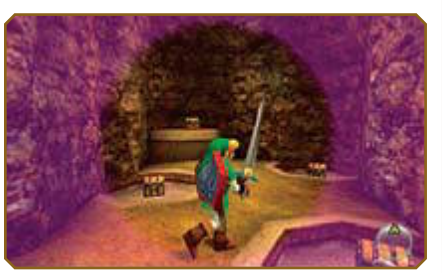
first and then swing back through the middle (avoiding the fire walls) to get the third. The fourth is on the opposite side of the room from the first. The last Rupee is collected with the Longshot. Look up from the center of the room and Longshot to the panel.





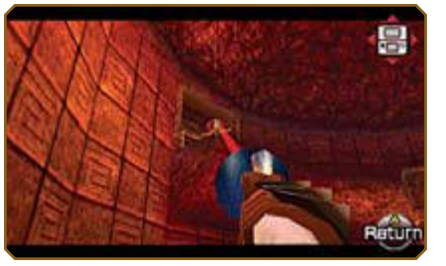
3 **In this room, attack the Wolfos first. Now, use the Lens of Truth to spot a hole in the wall above the door. Longshot to the hole and activate the switch. Now push the huge block to reveal a door.**





Eliminate the Like Likes in here and then use the Lens of Truth to spot an invisible treasure chest. Pick up the Small Key from the chest and the Longshot out of the previous room.





4 **Shoot the eyes on the spinning statue in the middle of the room with your arrows. When you hit all three, a chest containing a Small Key appears. Longshot to it. Now play the Scarecrow's Song to conjure up Pierre and use him to Longshot back up. Another chest next to him also contains a Small Key.**



5 **Smash the statues in this room with the Megaton Hammer to reveal a switch. Step on the switch and then open the chest that was previously engulfed in flames. Take the Small Key and move to the next room.**

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6 You need the Longshot and Hover Boots to collect all five silver Rupees in this lava chamber. Longshot out to the first Rupee and then hop down to collect the second.





Play the Song of Time to make two time blocks appear over the lava, creating stable platforms. Next, step on the switch to extinguish the fire that rages in the room. Now, with the Hover Boots, skate across the air to grab three more Rupees. Hurry to the exit before the fire starts!





7 When you enter this room, play the Song of Time to vaporize the time blocks. Now, don the Zora Tunic and Iron Boots. You need to collect five silver Rupees in the water to get the **Small Key**. Drop to the bottom of the water and collect the first silver Rupee. Then, Longshot up the inside of the pool, chasing down the rest of the silver Rupees. Remove the Iron Boots to float into the last silver Rupee.



8 Defeat all of the enemies in this room—Lizalfos and Beamos—and then grab the **Small Key** from the treasure chest that appears.





9 Now you have enough keys to enter the central room and start unlocking doors. If you follow the arrows on the map, you can see how to reach the **Ice Arrows**. There is a ninth **Small Key** in the room, which you will need if you entered this room from the previous chamber.

However, if you enter the room from the entrance of the Gerudo Training Grounds, you only need seven Small Keys.



Once you reach the central treasure chest, collect the **Ice Arrows**. The remaining chests in the dungeon contain arrows, Recovery Hearts, and Rupees.

Ganon's Castle

The final hour is upon Hyrule. The last chance for the realm, Link, must breach Ganondorf's twisted palace, which rises over the ruins of Hyrule Castle. With the power of the sages at his back and the Triforce of Courage pushing him on, Link has the strength to challenge the King of Evil. But has Ganondorf amassed too much power to be defeated?

Ganon's Castle

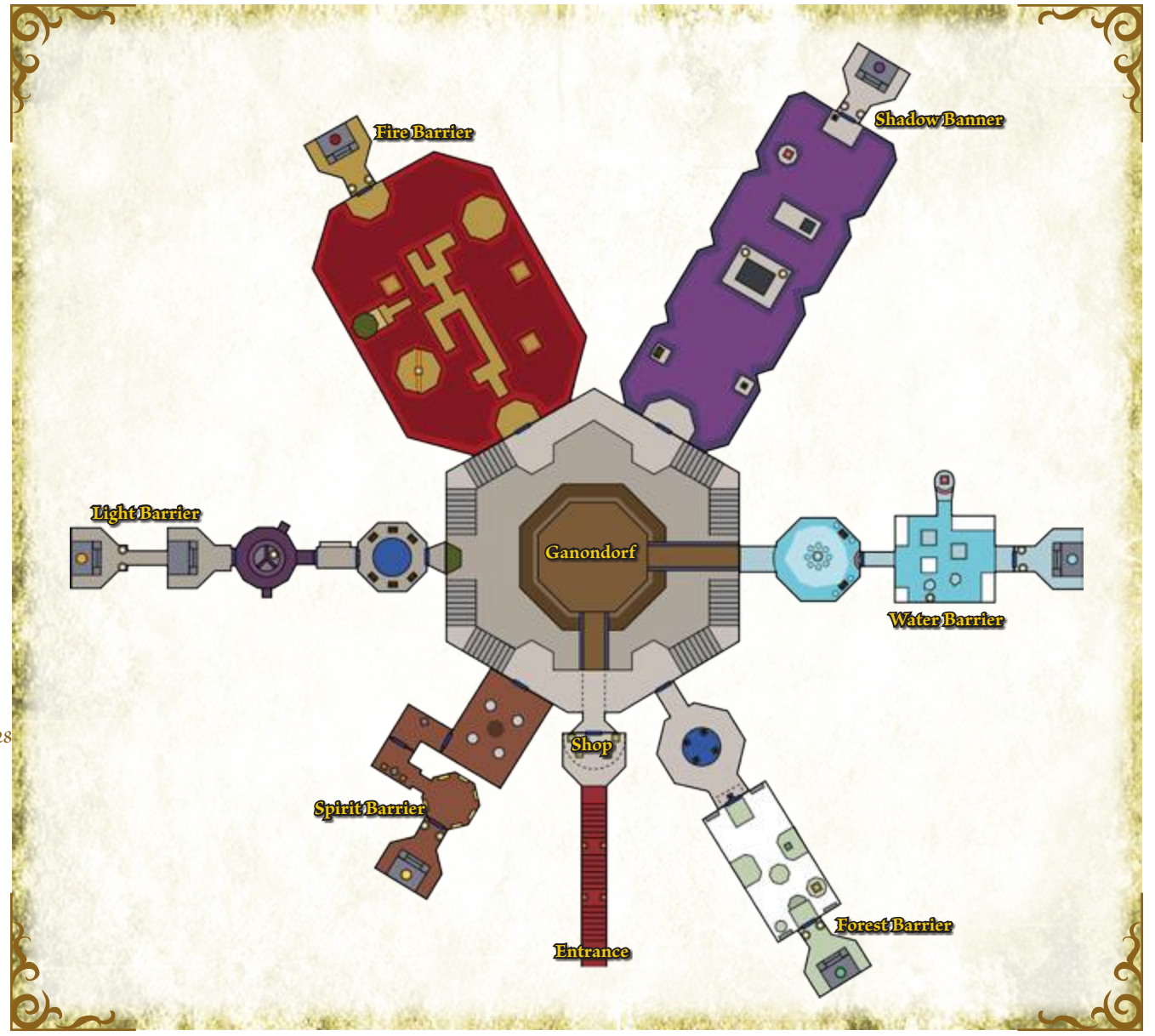
(see map on the following page)

Hearts: 20
Pieces of Heart: 36/36
Equipment/Items Found:
Golden Gauntlets
Songs Learned: —

Built on the rubble and ashes of Hyrule Castle, Ganondorf's castle spears the darkened skies above the once vibrant Hyrule. Here, Ganondorf rules from his throne of hate. Link must call upon the power of the sages to weaken the castle's defenses before he can ascend to Ganondorf's lair and challenge the King of Evil to a duel for the fate of Hyrule.

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Entering the Castle



This is it. You've cleared out all of the dungeons. All 36 Pieces of Heart are now yours. You've maxed out your hearts, filled your bottles with fairies and potions, and have scored Biggoron's Sword so you march into Ganondorf's Castle with the strongest blade in Hyrule. It's time to march on the castle.



As you approach the castle, Rauru communicates to you that you must destroy six magical barriers within the castle before you can fight Ganondorf. The Spirit Medallions then rise into the air and stretch a bridge across the moat that surrounds Ganondorf's Castle. Cross the moat and step through the front door of the castle to begin six challenges—each based on one of the Medallions—that ultimately unlock the path to Ganondorf's throne.



Inside the foyer of the castle, observe the central tower. It's locked behind a wall of magic. To disrupt it, you must disable the six barriers Rauru mentioned. To do so, you have to enter the six gauntlets that branch off the central chamber.

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You do not have to complete these in any particular order, but it is helpful to start with the Shadow Barrier, because you recover the Golden Gauntlets in that room. The Golden Gauntlets allow you to access the final Great Fairy Fountain, and you want the reward bestowed by its resident: half damage!



Use the Lens of Truth to see a hidden room off the central chamber where Business Scrubs sell gear, such as arrows. You can also procure fairies here.

Shadow Barrier





Upon entering the Shadow Barrier, select Fire Arrows and look for the unlit torch. Ignite the torch to activate a series of platforms that stretch across the void. One catch: these are ice blocks, so you will slide when you jump across them.



When you reach the Like Like, L-Target it and attack, but be mindful of the edges of the platform. If the Like Like inhales you, it spits you out...right into the abyss. After defeating the Like Like, fire another Fire Arrow across the room into the next unlit torch.



Now follow the next series of platforms to the switch. This reveals a treasure chest. Return to the chest and then open it to receive the **Golden Gauntlets**.



Use the Lens of Truth to reveal an invisible bridge to a rusted switch. Smack it with the Megaton Hammer to unlock the door at the end of the long room. Now use the Lens of Truth to see the bridge to the door.

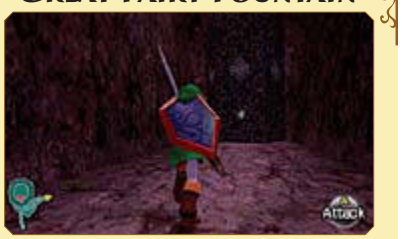


Inside, you discover the source of the Shadow Barrier's power. Arm a Light Arrow and blast the sphere. This shatters the barrier and liberates the Shadow Sage, Impa. She thanks you and sends you back to the central chamber.

TIP

Before breaking any of the barriers, check the room for jars that contain magic jars, hearts, and more.

Great Fairy Fountain





Now that you have the Golden Gauntlets, step back outside the castle and walk up the road until you discover a huge stone. With the new gear, you can heave the stone into the air without breaking a sweat. Inside, play Zelda's Lullaby to have an audience with the Great Fairy and earn a fantastic upgrade: half damage. This defensive boost will serve you well, especially in the punishing last battle with Ganondorf.

NOTE

Now, you can take on the rest of the barriers in any order.

Water Barrier



The interior of the water barrier is frozen over, just like the Ice Cavern. Freezards advance upon you in the first room, but if you hold your ground at the entrance, you have plenty of time to target them with arrows or bombs before they are close enough to strike with ice breath.

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Fill a bottle with blue fire in the middle of the room and then melt the red ice. Refill the bottle before moving on.



In the next room, look out for a booby-trapped treasure chest on the left. It freezes you if you open it. The other chest, though, contains a Recovery Heart.





You must slide the blocks in this room into position to access the ledges. First, push the block on the far side of the rock into the rock. Then, push it into the nearby hole. Now you can push the second block around the room without losing it. Push it toward the other rock, then up, then over to the ledge with the red ice.



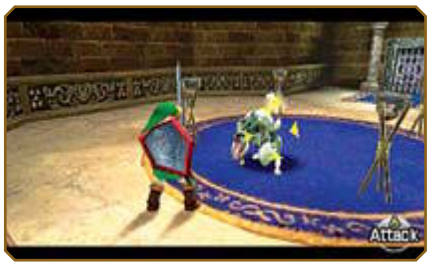


Hop up and melt the red ice with blue fire. The rusted switch is no match for the Megaton Hammer. It opens the door against the far wall—but only for a few seconds. Hurry over to it!

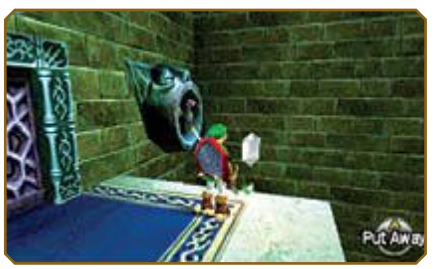


Use Light Arrows to break the Water Barrier and receive words of encouragement from Princess Ruto. She sends you back to the central chamber.

Forest Barrier



Wolfos strike as soon as you step into the Forest Barrier gauntlet. After defeating the Wolfos, use Din's Fire to ignite the torches in the center of the room as well as on top of the door. (If you miss the door torch, use a Fire Arrow.) Now, go through the door.



To collect the five silver Rupees in this room, put on the Hover Boots so you can cross the wide divides between the platforms. Next,

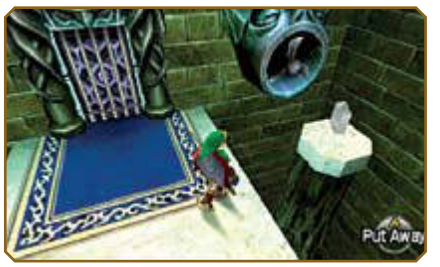


play the Song of Time to conjure up a time block that lets you pick up the nearby silver Rupee.





Now, you have to watch the fans in the far wall of the room to carefully navigate across the gaps. If you are caught in a wind blast, you will drop into the void. So hurry to the platform with the Longshot panel near the Beamos and toss a bomb at it before getting caught. When the wind stops, rush to the nearby switch and trigger it. Longshot back right away.



Now hover out to the remaining Rupees, keeping tabs on the fans so you aren't blown back before you can land. When you circle to the silver Rupee in front of the final door,

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you're safe. Go through the door and shatter the Forest Barrier with a Light Arrow. Now Saria can help lower the magic wall around the tower.

Fire Barrier



Because it's so hot in this room, you need to slip back into the Goron's Tunic. Once you're decked out in red, put on the Hover Boots. Some of the platforms in the lava sink when you walk on them, but the gravity-defying Hover Boots negate your weight. The platforms no longer sink!

CAUTION

If you did not collect the Golden Gauntlets from the Shadow Barrier, do so now. You cannot collect all of the silver Rupees in this room without the strength of the Golden Gauntlets.





With the Hover Boots, collecting the five silver Rupees is fairly easy, save for the



Rupee next to the rotating fire trap. There is a hidden silver Rupee in here, too. Throw the massive obelisk along the wall with your new gauntlets. This not only reveals a silver Rupee, but it also plants the obelisk in the lava behind you, making a new platform to use when sliding around for the Rupees.



After collecting the five silver Rupees, Longshot to the door. (Watch out for Bubbles!) Now hit the sphere with a Light Arrow to weaken the barrier and let Darunia perform his duties as a sage.

Spirit Barrier





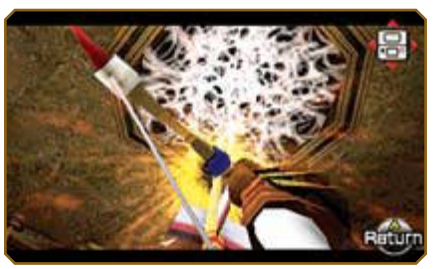
In the first room of the Spirit Barrier, you must collect five silver Rupees. First, get rid of the Beamos in the center of the room with a bomb. Now you can move around the room without worry of getting zapped while sliding Armos statues to direct the traffic of the spike traps. By increasing the route length of the spike traps, you give yourself more room to snag the silver Rupees in their paths.



Finally, collect the silver Rupee that hangs in midair with the Longshot.



After eliminating the Torch Slugs in the next room, tag the crystal switch to trigger a treasure chest. Open it to collect Bombchus. Now, use the Bombchu to hit the switch in the next room. Release the Bombchu so it crawls through the hole in the bars and explodes at the switch.





In the next room, you need to use your Mirror Shield to direct the light to the sun symbols. First, equip a Fire Arrow and then burn away the webbing that covers the window. Now that you have a light source, direct the beam to the sun symbol closest to the entrance. This unlocks the door to the sphere where you use a Light Arrow. After breaking the sphere, Nabooru appears and attacks the barrier.

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CAUTION

If you direct light to any of the other sun symbols, you trigger Wallmasters to fall into the room.

Light Barrier



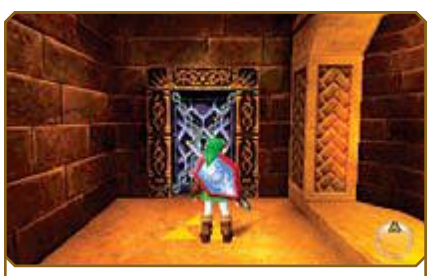
First, to even enter the Light Barrier, you need to use the Golden Gauntlets to toss aside the huge obelisk that blocks the door. Once that's cast aside, step through the door and ready the Lens of Truth.



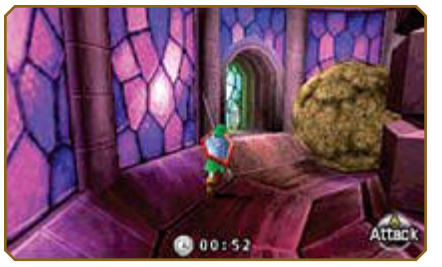
Use the Lens of Truth to spot all of the invisible monsters, including Keese that flutter overhead. Dispatching all of the monsters, including the Big Skulltula, makes a treasure chest appear. Open the chest to retrieve a **Small Key**.

TIP

Some of the other treasure chests in the room contain freezing traps. If a Keese sat on the chest, though, it's not a trap. It contains arrows, magic jars, or Recovery Hearts.



In the next room, play Zelda's Lullaby to make a chest appear. It, too, contains a Small Key.





You must collect five silver Rupees in here while avoiding the huge boulders rolling around the circular track. (Sorry, bombs will not stop them.) There are two silver Rupees in the alcoves in the center of the room. Two more are in the alcoves along the walls. The final silver Rupee is above the middle of the room. Use the Longshot to grab it.



Use the Lens of Truth to see through the fake wall in here and spot the real location of the Light Barrier.



Finally, after sinking a Light Arrow in the Light Barrier, Rauru appears and finishes off the last of the powers that support the magic wall surrounding the tower. Now you can enter the tower and start your ascent to Ganondorf's throne. Heal up and purchase any necessary support items such as potions before entering the tower.

The Tower



Storm through the door and start running up the spiral stairs within the tower. The stairs eventually spill into a room with two powered-up Lizalfos. These monsters are extremely aggressive—they will attack together regardless of whether you L-Target one of them. As tempting as it may be, don't use a two-handed weapon like Biggoron's



Sword unless you are sure you can strike and roll away. If you think your acrobatics aren't up to it, use a shield to block incoming blows and then immediately counterattack.





After another stretch of stairs, you enter an arena with two Stalfos. These respond to L-Targeting, at least. If you target one of them, the other backs off. But there's a catch to this. If you drop one, you have to hurry up and get rid of the other. If you're too slow, the defeated Stalfos rises back up. When you finish off the second Stalfos, a chest with the **Boss Key** appears.

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The final room in the tower contains two Iron Knuckles. Fortunately, you can balance this battle by only striking one at a time

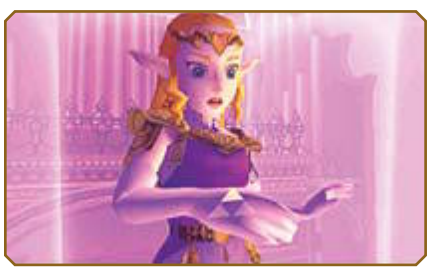


to activate them. So strike one and then draw it away from the other. That way, you only have to duel with a single active Iron Knuckle.



The boss door waits for you at the top of the stairs.





Ganondorf is so sure of his power to defeat you that he leaves his back to you as you enter his throne room. Instead, the King of Evil finishes his dirge on the enormous pipe organ.

Princess Zelda hovers above the scene, still trapped inside the crystal. Not only can she not help you in this battle, but Ganondorf also casts a spell that prevents Navi from getting close to him. You're on your own in this battle.

(Well, you still have us... We'll never leave you in your moment of need.)

Boss: Ganondorf



Ganondorf rises high above the arena, taunting you with his ability to fly. After all, you can fall so far in this battle. The central pillar in this room stays sturdy, but the ledges around it fall to pieces when Ganondorf strikes them with his magic. If one falls under your feet, you tumble to the bottom of the room. However, that's not necessarily a bad thing because there are dozens of jars below the pillar. These are filled with Recovery Hearts and magic jars.



However, the climb back up to the pillar to rejoin the fight is a long haul and you always pop up right beneath Ganondorf.



You cannot just swing your sword and attack Ganondorf. He's always just out of range. You must bring him down to that central pillar to land a hit. There are multiple ways to stun Ganondorf and make him tumble.



Ganondorf fires magic orbs at you, similar to the Phantom Ganondorf. Volley the magic back and forth with sword swings. Swing just as the sphere arrives at the end of your sword's range. That gives you enough time to fully swing the blade and send the sphere back. Volley the orb back and forth and eventually Ganondorf will slip up. When the sphere hits him, he drops to the pillar.



When you see Ganondorf start to charge up his major magic attack (you'll see him tighten up and draw energy into his body), launch a Light Arrow at his body. When you nail him with the Light Arrow, he drops.



If you allow Ganondorf to fully charge up his magic attack, he flings out several magical spheres. They arc across the arena. Though they are easy to roll away from, if you perform a Spin Attack just as they close in, you blast the attack right back at Ganondorf. He cannot block this, so he collapses to the pillar.

TIP

Waiting for the multisphere attack is dangerous, so rely on the Light Arrows to stop Ganondorf cold.

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Now that you've stunned Ganondorf you need to quickly get to the pillar so you hammer away with your sword. The Hover Boots help here because they defy gravity



long enough for you to grab the pillar before falling to the floor. Alternately, you can Longshot to the pillar. As soon as you reach him, start striking as many times as possible before Ganondorf recovers and rushes back into the air.

TIP

Feeling crafty? Launch into a Jump Attack as you bounce toward the pillar. If you land the attack, you do megadamage.



Thankfully, Ganondorf doesn't deviate from his attack plan. He may change up his blows—but if you successfully sling his attacks back at him or catch him with a Light Arrow, you can bring the King of Evil to his knees.

After Defeating Ganondorf



Ganondorf can hardly believe he was bested in battle by the likes of you. His fury sends shock waves through the castle, shattering glass and stone alike. You and Princess Zelda have to get out of there as fast as you can.





You have just three minutes to get to the bottom of the tower before it collapses. Follow Zelda as she runs down the ramp that circles the outside of the tower. Zelda wastes no time, dodging falling rocks as she moves in and out of the tower. Keep up with her because she will wait at a door until you catch up, which eats precious seconds.



When you reach the room with the Stalfos, Zelda becomes trapped in a ring of fire. The Stalfos return for a rematch, and as before you must defeat the second rather soon or else the first monster rejoins the fight.



Rush through the falling rocks in the bottom room and the stairs that lead back outside. If you kept moving, you should have a little time to spare—but that's no reason to soft-pedal it to safety.





Just as you step outside, the tower crumbles to the ground, leaving behind twisted ruins of stone and metal. But before you can celebrate your victory over Ganondorf, a ring of fire separates you from Princess Zelda. Ganondorf explodes from the rubble. He is not dead. In fact, with the power of the Triforce, he's far from it. Before your very eyes, Ganondorf's human form falls away to reveal the monster he truly is beneath his skin. He's now Ganon, a towering behemoth with twin swords as long as your body. Ganon knocks the Master Sword from your grasp.

NOTE

If you did not collect Biggoron's Sword, don't worry. You can use the Megaton Hammer in this final battle.

Boss: Ganon



Ganon is a titan of tremendous strength and with his twin swords, he can lay you to waste within seconds if you aren't nimble. Each of his sword attacks cleaves four hearts from your health if you didn't pick up the increased defense from the final Great Fairy Fountain. So, even if you have 20 hearts, that means it only takes five hits to put you on your back.

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Thankfully, Ganon has one very obvious weak spot: his tail. It isn't armored and it's huge, so it's a major target. But in spite of his size, Ganon is fast and will turn around if he catches you circling toward his tail. So the only way to safely land a hit on that tail is to temporarily stun Ganon and then roll behind him.



There are multiple ways to stun Ganon. Throwing a Deku Nut on the ground does it, but the window is so short that you should save those Deku Nuts for a last resort. Hitting him in the face with your Longshot works, too, and if you L-Target him, you cannot miss. The Longshot doesn't stun him very long either, but if you get close and tag him before he strikes, you should have enough time to reach the tail and hit it once before he recovers and turns around to face you.

TIP

Jump-attacking Ganon in the face stuns him, too, but if you miss, you are completely exposed. You will get slashed by his swords.

TIP

Din's Fire stuns Ganondorf, too, and it takes him a few seconds to recover. This is a good tactic, but it does drain magic rather quickly if you rely heavily on it.



Of course, you can always use those Light Arrows. This is the ideal way to stun Ganon. L-Target him and release a Light Arrow. If it hits his face, he roars back and is stunned long enough for you to easily score a tail hit. Light Arrows consume magic, so you can burn through your magic meter fairly quickly if you aren't judicious about using arrows only when Ganon's face is open.

TIP

If you're running out of magic or health, lead Ganon into the pieces of the tower in the arena. When he smashes then, they release magic jars or Recovery Hearts.



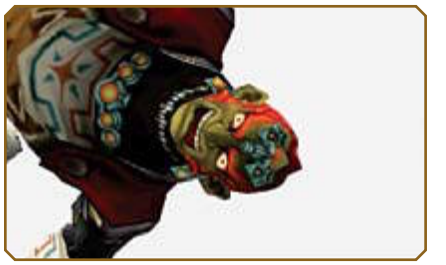
You can actually try to roll behind Ganon and attack his tail, but it's the riskiest move in the battle. If you're out of magic, go on to the Hookshot or Deku Nuts before attempting this.



Halfway through the battle, Ganon stumbles. The ring of fire drops and you can grab the Master Sword. This is the only weapon that can defeat Ganon, but you don't have to use it just yet. Continue using a preferred weapon and keep cycling through stuns and tail hits.



Finally, when Ganon crumples again, switch to the Master Sword. Rush in and drive the Master Sword right into Ganon's head to end the King of Evil's reign.



At this point, the power of the sages ignites and seals Ganondorf into the Evil Realm. He does not go quietly, vowing revenge one day—if not upon you, then he will visit it upon your descendants.



Zelda then turns to you and apologizes for giving you the Ocarina of Time, which not only allowed Ganondorf to breach the Sacred Realm, but also cost you seven years of your life. She wants to undo the damage, but to do so requires you to give up three things. The Ocarina of Time. The Master Sword. And any memory of this great adventure.

Congratulations! Not only did you just complete the game, but you also unlocked the Master Quest. This is a remixed take on *Ocarina of Time*. Not only is the world mirror-flipped, but the puzzles in the dungeons have been altered, too. It's a fresh, fun way to experience the adventure all over again but still enjoy surprises. Of course, we provide walk-throughs and maps for all of the dungeons in our special Master Quest chapter. If you're ready to give it a shot, turn to the Master Quest chapter to get more details on the adventure and learn exactly what has changed and what from this walk-through you can reference.

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Minigames

As you explore Hyrule, questing to save the realm from the tyranny of Ganondorf, you owe it to yourself (and Link) to take a momentary break and enjoy some leisurely entertainments. Throughout Hyrule, you encounter shopkeepers who offer minigame challenges, such as shooting galleries, fishing holes, and other contests of skill.

For the most part, these minigames and contests are optional, although there are excellent rewards for paying the entry fee and trying your hand at the various activities. Some games pay out Pieces of Heart if you manage a high score, for example. Other games reward you with new equipment, such as the Golden Scale for increased diving depths, or larger ammunition bags.

Minigames & Diversions

We've assembled all of the minigames in Hyrule here, organized by location. Each minigame entry contains the admission price for playing, the possible rewards, and tips for getting the highest score or meeting victory conditions.

Hyrule Castle Town Market

Slingshot Shooting Gallery

Admission: 20 Rupees

Prizes: Deku Seed Bullet Bag, Rupees



Can you hit all 10 Rupees in this shooting gallery? The purveyor of this minigame has set up a shooting gallery with several moving parts, including a belt that sends Rupees whizzing across the back wall. As you shoot Rupees, small Rupee markers appear below the gallery that let you know how many you've struck. If a gap appears in the markers, that means you missed a target.



The first few Rupees pop out and are stationary. But soon, they slide across the screen. That makes them harder to hit. There is a delay between putting a seed in the slingshot and shooting, so always hold down button you assigned the slingshot to so you fire the moment you let go. That's the best way to tackle the moving Rupees.

TIP

Slightly lead your targets so the seed gets there just as the target slides or arcs by.

If you hit all of the targets, you win a Bullet Bag upgrade. Any further perfect scores earn 50 Rupees, so you can turn a tidy profit at this game.

NOTE

If you hit most of the targets—eight or more—the shopkeeper lets you play again for free.

Bombchu Bowling Alley

Admission: 30 Rupees

Prizes: Piece of Heart, Bomb Bag upgrade, Bombchus, bombs, Rupees



Bombchu Bowling offers rotating prizes. Whenever you start the minigame by paying your admission fee, the shopkeeper shows which prize is up for grabs. If you fail the game, the prize cycles. If you're playing to get the Piece of Heart, you must cycle through the other prizes before you get another crack at the Piece of Heart. There is only one Piece of Heart to play for, just as there is only one Bomb Bag upgrade. When you win these prizes, you take them out of the rotation.

CAUTION

You only have 10 Bombchus to use in this minigame. If you run out before finishing, you fail.



The object of this minigame is simple. Direct the Bombchu into the hole on the far wall of the range. However, the hole moves farther back with each victory. There are three stages in Bombchu Bowling. The first is easy. The hole is always in the center of the wall. You just need to wait for the spike trap to move aside.

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The second hole is on the side of the alley. It moves around with each play, so at one time it's against the left wall. On the next play, it may be against the right wall. You can attempt to bank the Bombchu off the wall so it creeps up the corner and then arcs back toward the hole. Try standing opposite of the hole when doing this.

TIP

You can also line up with the hole against a wall and release the Bombchu, but you have to be facing directly forward. Any slight deviation and the Bombchu will hit the corner and veer off in the wrong direction.



The final hole is against the back wall. Not only do you have to get around a spike trap and a small Cucco, but a large Cucco walks through a divot in the floor. This looks like the toughest part of the minigame, but there's a trick. Stand in the dead center and face the hole. Now, wait for the big Cucco to walk right in front of the hole. Release the Bombchu. There's a 90 percent chance the big Cucco will move by the time the Bombchu reaches it.

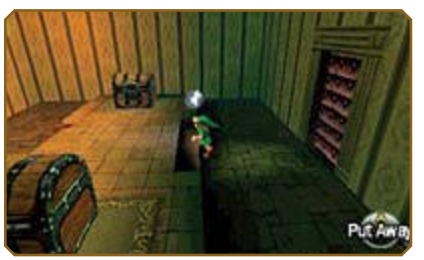
NOTE

You can try to send the Bombchu veering through the divot from an angle, but that dent in the floor will alter the Bombchu's path.

Treasure Box Shop

Admission: 10 Rupees

Prizes: Piece of Heart, Rupees



The shopkeeper has set up several locked rooms. Each room has two treasure chests. Only one contains a Small Key, which allows you to open the next door. So, you always have a 50-50 chance of finding the key—but the key placement changes in every play. So, you can see how your odds of getting through all of the rooms dwindle... unless you cheat. (Don't worry—cheating is encouraged here.)



After you find the Lens of Truth in the Bottom of the Well (Kakariko Village), return here and use it to see inside the chests. Now you can sail right through the rooms and claim the Piece of Heart in the treasure chest in the final chamber.

Kakariko Village

Archery Range

Admission: 20 Rupees

Prizes: Big Quiver or Biggest Quiver, Rupees



The archery shooting gallery in Kakariko Village opens when you go through the Temple of Time and emerge as an adult. When you return to Kakariko Village, the archery range is finished. It plays out much like the slingshot range in the Hyrule Castle Town Market. You have to shoot 10 Rupees (some moving targets) to earn a perfect score and win the Big Quiver or Biggest Quiver upgrade.

NOTE

You can receive Quiver upgrades from the Archery Range and the Horseback Archery Range. Earn the Big Quiver at the first range you complete, and the Biggest Quiver at the second. Complete the ranges in any order you like.



The order of the Rupee targets changes every time you play, so you have to watch the colors of the Rupees to see what they are going to do on the range. Blue Rupees slide across the range. Red Rupees emerge in pairs. Green Rupees come from the middle of the range, but they may pop up and then drop right back down.

TIP

Like the slingshot gallery, keep an arrow ready to go by holding the button down. It takes a long time to nock an arrow and fire it—you'll miss moving targets.

NOTE

You can also replay the underground races with Dampé to win Rupees. See the walk-through for details on these races, which are critical parts of the main story.

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Lake Hylia

Fishing Pond

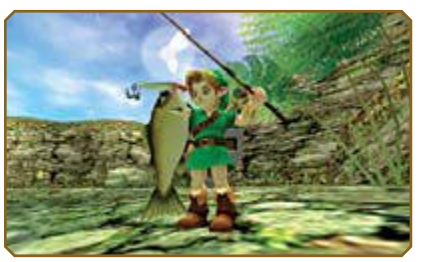
Admission: 20 Rupees

Prizes: Piece of Heart (child), Golden Scales (adult), Rupees





The fishing pond next to Lake Hylia is a wonderful place to unwind after a long day of fighting the monsters unleashed by the King of Evil. Here, you can just cast a line into the water and reel in fish at your leisure—after paying the 20 Rupee admission fee, of course. When you pay the shopkeeper, he gives you a fishing rod that must stay within the pond area. You cannot leave without giving it back.



The goal here is to catch the biggest fish possible. When you do, you earn prizes. Depending on which time you visit, the size of the biggest fish and resulting prize changes:

Piece of Heart: 10-pound fish (child)

Golden Scale: 15-pound (adult)

50 Rupees: Hylian Loach (child/adult)



Be careful when you step up to the edge of the pond. If you wade into the water, you scare the fish away, which scrambles their positions in the pond. This is important because the biggest fish always starts in the same place and you can use this to your advantage.



The biggest fish always start near the log arch. It's so big you can see it from shore. Fortunately, you can L-Target fish just like a monster in a dungeon. When you target a fish, cast your line to send the lure just above it. Now be patient. When the fish nibbles, tease it by reeling in just a little. The fish gives chase and gets engaged. If you go too fast, the fish will get spooked and swim away. When the fish bites down, hook it by pressing the A Button and pulling the Circle Pad toward you.



Now you have the fish on the line. It's time to reel it in. Small fish are easy. Bigger fish put up a reel fight though. (Get it?!?) Use the Circle Pad to pull at the fish, tracking its movements. When the fish jumps, give it a little slack and then immediately pull toward you when it splashes back down.

CAUTION

If you just pull toward you the whole time you reel the fish, the line will almost always break.

TIP

Struggling to find the big fish? Come to the pond right before sunrise and sunset, which is when lots of small fish start swimming around. These small fish feed the big fish. When a big fish eats a little fish, it stays still for several seconds, making it easier to spot.

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When you finally reel in a big fish and it meets the prize requirements, take it to the counter to claim the reward. You also get access to the Sinking Lure. However, you have to find it; the shopkeeper doesn't give it to you. Look at the spots marked on the map.

Sinking Lure and Hylian Loach

The Sinking Lure makes it easy to catch large fish. When you are an adult, it's the only way to catch the Hylian Loach, a super-big fish that lurks at the bottom of the pond. It's hard to catch—and that's when it even appears in the pond. There's always a chance it won't even be present when you pay your admission fee.

NOTE

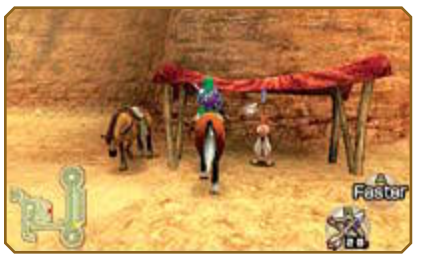
When you're grown, you can cast your line next to the shopkeeper to yank his hat off. This reveals a balding pate. The shopkeeper is furious and fines you 50 Rupees for the offense. But if you're going to pay, why not throw the hat in the pond so he never gets it back?

Gerudo Valley

Horseback Archery Range

Admission: 20 Rupees

Prizes: Piece of Heart, Big Quiver or Biggest Quiver, Rupees



After freeing the carpenters in the Gerudo's Fortress, you can visit the Horseback Archery Range above the valley. When you ride up to the shopkeeper, stay on Epona. Only by talking to her while on your horse does she offer a chance to play the game.



After paying the admission, you no longer need to worry about steering Epona—she moves on her own. You just aim your bow. You make one loop on the course, hurrying up one side and down the other, turning in a half-circle at the very end.

TIP

Keep an arrow nocked at all times.



On your first run, aim at the jars on the crates. Each is worth 100 points. Don't worry about the large targets above them right now.



Shoot the center of the large target at the turnaround twice to score 200 points, and then get ready for the next pass.



As you ride back to the start of the range, aim at the large targets on the valley wall. Center hits are worth 100 points. If you hit the edges, it's just 60 points.

When you return to the shopkeeper, she gives you a prize if you hit certain point thresholds:

1,000 points: Piece of Heart

1,500 points: Biggest Quiver

1,000 points: 50 Rupees

NOTE

You can only win a single Piece of Heart here, and it's always the first prize. Even if you score 1,500 on your first try, you still receive the Piece of Heart.

NOTE

You can receive Quiver upgrades from the Archery Range and the Horseback Archery Range. Earn the Big Quiver at the first range you complete, and the Biggest Quiver at the second. Complete the ranges in any order you like.

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Secrets & Specials

The walk-through chapters reveal how to find all critical items in Hyrule, defeat enemies and bosses, and ultimately bring an end to the King of Evil. But you know there's always much more to a *Legend of Zelda* adventure than what you see on the surface. *Ocarina of Time* is no exception. Many collectibles help with completing the quest, such as earning all of the rewards for finding Gold Skulltula Tokens or finding all four useful bottles.

NOTE

Use this chapter (which is often referenced in the walk-through) to keep tabs on all collectibles, secrets, and special items you can use.

Gold Skulltula Locations



Greed was the downfall of a wealthy family in Kakariko Village. As a result of their indulgence, the family was transformed into Skulltulas. The only way to break the curse is to recover Gold Skulltula Tokens, which requires hunting high and low for Gold Skulltulas across Hyrule and its many dungeons. There are 100 Gold Skulltulas.

As you collect Gold Skulltula Tokens, return to the cursed family's house. There are six tiers of rewards for gathering up these tokens, starting from a new wallet when 10 Gold Skulltulas are defeated to a huge Rupee payday when all 100 have been vanquished.

The Gold Skulltulas are crafty monsters, though, and do not always make themselves obvious. Some only come out at night. Others can be discovered only in specific timelines, meaning young Link will find certain Gold Skulltulas while others can only be hunted by adult Link.

Collecting Tips

- Listen for the scratching of the Gold Skulltulas. These monsters make little skittering noises as they shake. Use them to confirm you're in the right place.
- Many of the Gold Skulltulas prefer to come out at night. We note which of the monsters are nocturnal in our location guide. If it's not nighttime when you are on the hunt, play the Sun's Song on the ocarina to trade day for night and flush the Gold Skulltula into the open.



- Many of the Gold Skulltulas can be collected by adult Link. However, some are available only to young Link.
- Many Gold Skulltulas hide in the soft soil of bean spots.
- Some Gold Skulltulas can be defeated only with long-range weapons, like arrows or the Boomerang.
- Playing the Master Quest? Most of the Gold Skulltulas are in new spots. We have an entire chapter dedicated to the secrets of the Master Quest, which details the locations of all 100 Gold Skulltulas.

Gold Skulltula Rewards



As you save members of the family by defeating Gold Skulltulas, you receive the following rewards. While these rewards aren't essential for completing your adventure and defeating Ganondorf, they are all quite helpful.

Tokens	Reward
10	Adult's Wallet
20	Shard of Agony
30	Giant's Wallet
40	Bombchu
50	Piece of Heart
100	Huge Rupee

Gold Skulltula Locations



Use these locations to scout out all 100 Gold Skulltulas and save the family from their fate. The locations are divided by specific places in Hyrule, such as the Water Temple and Lon Lon Ranch. We also note if there is a timeline requirement (young or adult Link) or if the Gold Skulltula can only be found at night. Check off the boxes as you go, and happy hunting!

Got It?	Location	Night?	Young Link Only?
Kokiri Forest			
❑	Look behind the House of the Know-It-All Brothers.	x	x
❑	Look behind the House of Twins. Use the Hookshot to eliminate the Gold Skulltula and recover the token.	x	
❑	Plant bugs in the bean hole next to the Kokiri Shop.		x

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Got It?	Location	Night?	Young Link Only?
	The Lost Woods		
❑	Plant a bean in the hole near the Skull Kid as young Link. Come back as an adult and climb up.	x	
❑	Upon entering the Lost Woods, take two lefts. Drop a bug into the soft soil under the bridge.		x
❑	From the entrance of the Lost Woods, follow these directions: right, left, right, left, left. Drop bugs into the dirt.		x
	Sacred Forest Meadow		
❑	At the end of the maze, climb the ladder and turn left.	x	
	The Great Deku Tree		
❑	In the room where you find the Compass, raise the platforms and look into the left alcove.		x
❑	Drop through the webbing and then look up to the vines. Shoot the Skulltula down with the slingshot.		x
❑	Drop through the webbing and look to the grate.		x
❑	Once you have bombs, return to the basement with the three Gohma Larvae and burn through the webbing. Bomb through the wall and use the Boomerang to collect the token.		x
	Hyrule Field		
❑	Plant a bomb at the tree next to the entrance to Kakariko Village. This reveals a secret grotto. Use either the Boomerang or Hookshot to collect the token.		
❑	There's a circle of stones near the entrance to Gerudo Valley. Drop a bomb in the center to reveal a secret cave. Use fire (Din's Fire or a fire arrow) to burn the webs and reveal the Skulltula. Use the Boomerang to collect the token.		
	Hyrule Castle		
❑	Look inside the guardhouse next to the drawbridge. Break open the crate with a roll attack to reveal the Gold Skulltula.		x
❑ ❑	Roll into the trunk of the lone tree just inside the castle grounds. It has three rocks around it.		x
❑	Approach the castle moat and look for another lone tree. Play the Song of Storms to reveal a grotto. Now, bomb the wall to reveal the Gold Skulltula.		x
❑	After Ganon takes over Hyrule Castle, look at the ruins of the old guard gate.		
	Lon Lon Ranch		
❑	Look for a Gold Skulltula in the upper window of the house. Use the Boomerang to collect the token.	x	x
❑	Roll into the tree next to the house to shake loose the Gold Skulltula.		x
❑	Look behind the corral and the feed house for the horses.	x	x
❑	Look at the fence to the right of the silo. Use the Boomerang to recover the token.	x	x
	Kakariko Village		
❑	Roll into the large tree at the entrance to Kakariko Village to shake loose the Gold Skulltula.	x	x
❑	Look on the side of the House of Skulltula.	x	x

Got It?	Location	Night?	Young Link Only?
❑	Look at the pile of bricks at the construction site.	x	x
❑	Look at the side of the house to the left to the gate leading up to Death Mountain.	x	x
❑	The lookout tower hosts a Gold Skulltula. Take it down with the slingshot.	x	x
❑	Look to the rooftop of Impa's house. Hookshot to the House of Skulltula and then over to Impa's house.	x	
	Graveyard		
❑	Look on the wall to the right of the Royal Family's Tomb. Use the Boomerang to collect the token.	x	x
❑	Drop bugs into the soil patch on the left side of the graveyard.		x
	Death Mountain Trail		
❑	Use bugs on the soil patch revealed by removing the boulder blocking Dodongo's Cavern.		x
❑	Bomb the breakable wall near the entrance to Dodongo's Cavern to reveal the Gold Skulltula.		
❑	Use the Megaton Hammer on the red rock above the Dodongo's cavern entrance.	x	
❑	Approach the wall at Death Mountain Summit. Smash the red rock to reveal a Gold Skulltula.	x	
	Goron City		
❑	At the top of Goron City, go to the room of rocks. Bomb to get to the end of the room. Look for the crate next to the treasure chest. Roll into it.		x
❑	Look behind the pedestal of the Spiritual Stone of Fire. Use the Hookshot to hit the Gold Skulltula.		
	Death Mountain Crater		
❑	The Bolero of Fire warps you to the crater. Use bugs on the soil patch.		x
❑	Roll into the crate near the entrance to Death Mountain Summit.		x
	Dodongo's Cavern		
❑	Bomb the wall in the room with the Baby Dodongos (southeast of entrance). The Skulltula is guarded by Keese, so watch out.		
❑	Start at the entrance and head northwest. Climb the stairs and look for the Gold Skulltula on the vines.		
❑	Inside the Dodongo skull, turn right and bomb the breakable wall. The Gold Skulltula is hiding behind Armos.		
❑	Activate the elevator and then go to the second floor. Return to the stairs and go left to climb a wall. This leads to the Gold Skulltula. (Adult Link can also use the Longshot.)		
❑	Return to the room with the Baby Dodongos. Play the Scarecrow's Song to make Pierre appear and then Hookshot over to him.		
	Zora's River		
❑	Roll into the tree at the start of the river, near the point where you meet the owl.	x	x
❑	Near the end of the river, look to the ladder that leads out of the water.	x	x

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Got It?	Location	Night?	Young Link Only?
❑	Return to the location of the bean seller and cross the river. Follow the path to the wall. Use the Longshot to get the Gold Skulltula.	x	
❑	Stand on the bridge and face the entrance of Zora's Domain. Use the Hookshot to reach the Gold Skulltula.	x	
	Zora's Domain		
❑	At King Zora's Throne Room, take a left and walk down to the location of the diving game. Use the Hookshot to hit the Gold Skulltula.	x	
	Zora's Fountain		
❑	Roll into the tree next to the Great Fairy Fountain.		x
❑	Climb to the right of Lord Jabu-Jabu. Use the Boomerang to collect the Gold Skulltula token.	x	x
❑	Lift the silver boulder near the Great Fairy Fountain (use the Silver Gauntlets), and drop down the hole. Watch out for four hidden Skulltulas in the ceiling (the Lens of Truth reveals them), and climb the wall to find a Gold Skulltula on the left.	x	
	Inside Jabu-Jabu's Belly		
❑	After meeting Princess Ruto, carry her to the door on the left. Throw her to safety and then use the slingshot to hit the Gold Skulltula. Raise the water and then swim over to the vines to nab the token.		x
❑	Look at the wall near the door to Bigocto. The Gold Skulltula is near the door. Use the Boomerang to collect the token.		x
❑	This Gold Skulltula is near the previous one. It's a little farther away from the door.		x
❑	Before reaching Barinade, look up the wall to the right. Up by the vines, look for the Gold Skulltula.		x
	Lake Hylia		
❑	Drop bugs into the soft soil next to the Lakeside Laboratory.		x
❑	Head for the bridge behind the Lakeside Laboratory. Look to the lab to spy the Gold Skulltula.	x	x
❑	Go to the island in the middle of the lake. The Gold Skulltula is on one of the pillars.	x	x
❑	Use the Longshot to reach the dead tree on the island (with the warp pad) and look for the Gold Skulltula. The Longshot is needed to grab the token.	x	
❑	Use the Iron Boots to drop into the water in the lab and roll into the crate to reveal the Gold Skulltula.	x	
	Forest Temple		
❑	Look at the vines to the right of the Forest Temple entrance.		
❑	Look to the right wall just outside the room with all of the Stalfos.		
❑	Use the Hookshot in the east outdoor chamber to reach the Gold Skulltula. You may need to use the Hookshot to grab onto the nearby treasure chest to reach the Gold Skulltula.		
❑	Reach the ledge with the Big Deku Baba in the west area of the temple. Jump to the pillars and look for the Gold Skulltula.		
❑	Adjust the walls in the movable-wall room to reveal a small area. There's a Gold Skulltula hidden in there.		
	Fire Temple		
❑	Play the Song of Time at the time block across the long bridge. Climb the block to find a room with a Gold Skulltula as well as other enemies.		
❑	Look for the breakable wall in the boulder maze (left, left, right, straight to the end). Bomb it to reveal the Gold Skulltula.		
❑	On the second level of the maze, use the Scarecrow's Song to reveal Pierre. Hookshot to Pierre and then Hookshot to the nearby elevator. At the top, look for the Gold Skulltula.		
❑	This Gold Skulltula is above the previous one. Look for the door above it.		
❑	After retrieving the Megaton Hammer, return to the temple entrance and hit the pillar to reveal a door. (Use the Small Key to open it.) Then clear out all enemies until just the Gold Skulltula remains.		
	Ice Cavern		
❑	Look in the room where you recover the Compass. Use the Hookshot to recover the token.		
❑	Look behind the icicles in the chamber with the spinning blades (it's full of silver Rupees).		
❑	When you enter the room with the sliding blocks, look on the nearby wall.		
	Water Temple		
❑	Look behind the gate that can only be opened with a Spin Attack.		
❑	Follow the whirlpool river (you need the Iron Boots), and then look for a Gold Skulltula to the left.		
❑	Enter the pillar in the middle of the temple and then climb up. Use the Longshot to hit the Gold Skulltula.		
❑	Cross the moving platforms on the third floor with the Longshot. Hit the Gold Skulltula and then use the Longshot to collect it.		
❑	Look for a Gold Skulltula above the falling rocks.		
	Bottom of the Well		
❑	Head for the room with the water-spilling statue. Go through the door, pass the grate, and defeat a Like Like to collect the token.		x
❑	Use the Lens of Truth and a Small Key to unlock a room off to the left of the central chamber.		x
❑	Use the Lens of Truth and a Small Key to unlock a room off to the right of the central chamber. Follow the path revealed by the Lens of Truth.		x
	Shadow Temple		
❑	Look on the wall of the room where you battle a Like Like and must deal with invisible blades.		

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Got It?	Location	Night?	Young Link Only?
❑	Watch out for the falling spikes in this room. When you stop the spikes with the block, locate the Gold Skulltula in the cage.		
❑	Look on the wall behind the burning skull.		
❑	Stand next to the boat and make Pierre appear with the Scarecrow's Song. Longshot to Pierre and then hit the Gold Skulltula.		
❑	Look behind the spinning skulls for a Gold Skulltula.		
Gerudo Valley			
❑	When entering the valley, look for the bridge near the waterfall. The Gold Skulltula is by the waterfall. Use the Boomerang to collect the token.	x	x
❑	Fly down from the large bridge with a Cucco. Land near the cow and drop bugs in the soft soil.		x
❑	Look behind the carpenter's tent. You need the Hookshot to collect the token.	x	
❑	Look beneath the rock arch in front of the carpenter's tent. You need the Hookshot to collect the token.	x	
Gerudo's Fortress			
❑	At the Horseback Archery Range, take a left and approach the target. You need the Hookshot to collect the token.	x	
❑	Atop the fortress, look for the the chest containing a Piece of Heart. The Gold Skulltula is nearby.	x	

Got It?	Location	Night?	Young Link Only?
Haunted Wasteland			
❑	Follow the flags on the far side of the sand river. When you reach the Ghost Guide, go into the basement to find the Gold Skulltula.		
Desert Colossus			
❑	Drop a bug into the soft soil near the entrance of the Spirit Temple.		x
❑	Next to the evaporated fountain, look up at the palm trees for a Gold Skulltula.	x	
❑	Plant magic bean as young Link, then return as an adult. The plant leads to a stone arch. As you ride, look to the plant platform to see the Gold Skulltula.	x	
Spirit Temple			
❑	Squeeze through the smallish hole at the entrance and go right. The Gold Skulltula is on the fence.		x
❑	Climb the wall after battling the Lizalfos. The Gold Skulltula is near the top.		x
❑	Climb the staircase following the Iron Knuckle encounter. Look to the wall.		x
❑	Play the Song of Time near the blue block in the boulder-filled room. The Gold Skulltula will reveal itself.		
❑	In the statue room, play the Scarecrow's Song to make Pierre appear. Longshot over to Pierre and get the Gold Skulltula.		

Trading Game

Although the threat to Hyrule requires immediate attention, this is one side quest that shouldn't be ignored. The reward for completing the long (but fun) trading game is Biggoron's Sword, an extremely powerful blade that deals enormous damage. In fact, Biggoron's Sword is more powerful than the Master Sword, so if you want to make short work of some of the toughest enemies in the temples, make a point to get this blade.



The trading game has 12 steps, starting with a simple Pocket Egg found in Kakariko Village. Many steps in this game can be taken at your leisure, but some trades have time limits. We'll note those steps. Be warned: you cannot use warps to zip from place to place in timed events. If you try to cheat, the timer zeroes out and you cannot complete the step. You must start the step over.

TIP

Fortunately, while you cannot warp around, you can use Epona to cut down on travel time.

Pocket Egg: Kakariko Village





Receive the Pocket Egg from the Cucco Lady as adult Link. You must hatch this egg. You can either wait a day cycle or play the Sun's Song a few times to force the egg to hatch into a Pocket Cucco.

Pocket Cucco: Kakariko Village





Once the Pocket Cucco has hatched, take it to Talon. He's asleep in a house in Kakariko Village. When you take the Pocket Cucco out of inventory,

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it wakes Talon with its call. Talon heads back to Lon Lon Ranch. Now take the Pocket Cucco back to the Cucco Lady. She gives you Cojiro, a blue Cucco that once belonged to her brother.

Cojiro: Lost Woods





Head over to the Lost Woods and be on the lookout for an exhausted man leaning against a stump. That's the Cucco Lady's brother. He trades you an Odd Mushroom for Cojiro.

Odd Mushroom: Kakariko Village





This is the first timed step in the trading process. You have three minutes to take the Odd Mushroom back to Kakariko Village. Use the entrance to Goron City and then run down the mountain to speedily reach Kakariko Village. You must give the Odd Mushroom to the old woman in the potion shop. Make sure it's daytime (use the Sun's Song if necessary). Then, enter the house and use the back door. Drop down the ladder and enter the shop at the top of the nearby stairs. You receive the Odd Potion.

Odd Potion: Lost Woods





Now that you have the Odd Potion, return to the Lost Woods. The old man who accepted Cojiro is now gone, but a Kokiri girl is in his place. Give the girl the potion and she will hand over the Poacher's Saw.

Poacher's Saw: Gerudo Valley





The Poacher's Saw belongs to the carpenter in Gerudo Valley. Report to the valley and use the Longshot (or a jumping Epona) to cross the broken bridge and reach the carpenter. He's happy to see the saw, but only has the Broken Goron's Sword to give you in return. Accept it.

Broken Goron's Sword: Death Mountain





Take the Broken Goron's Sword to the top of Death Mountain and present it to Biggoron. Biggoron cannot help you with the sword until his wounded eyes have been healed, so he hands over a prescription for eyedrops.

Prescription: Zora's Domain





The prescription must go to King Zora. Because the domain has been frozen over, you need a blue flame to unfreeze King Zora. Once King Zora can speak, he tells you to take an Eyeball Frog to the scientist at Lake Hylia.

Eyeball Frog: Lake Hylia





This is another timed step. You have three minutes to take the Eyeball Frog to Lake Hylia. Leave Zora's Domain and dive through the shortcut that leads to the Lost Woods. Now, zip over to Hyrule Field and ride Epona to Lake Hylia. Once you reach the lake, take the Eyeball Frog to the scientist.

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Eyedrops: Death Mountain





The scientist makes a batch of eyedrops with the Eyeball Frog. These will help Biggoron, but these drops are perishable. You have only four minutes to take the eyedrops back to Biggoron at Death Mountain. Blast back to Kokiri Forest on Epona and aim for Goron City through the Lost Woods. Follow the ladder from the crater up to Biggoron. He's very happy to have his eyesight again.

Claim Check: Death Mountain





Biggoron says he can fix the sword, but he needs three days. Accept the Claim Check from Biggoron. Now, either actually wait the three days or play the Sun's Song a few times to cycle through the necessary days.

Biggoron's Sword: Death Mountain





After enough time has elapsed, Biggoron presents you with the coveted Biggoron's Sword. This is a mighty blade; it's actually more powerful than the Master Sword. However, it is a two-handed blade, so you cannot wield a shield while using Biggoron's Sword.

The Happy Mask Shop



When you visit the town market in Hyrule Castle, look for the Happy Mask Shop. The proprietor of the Happy Mask Shop is more than (ahem) happy to enlist Link's services to help him spread his business far and wide across Hyrule.

You do not actually buy masks from this shop, but you can earn money and eventually land the right to borrow masks from the shop. If you complete another trading game, you gain access to the Mask of Truth, which lets you speak to the Gossip Stones around Hyrule as well as listen in to other folks' thoughts.

There are eight masks. Four of the eight are part of the trading game that results in the Mask of Truth. When you start the game, you receive the Keaton Mask, which is the visage of a clever fox. Here's how the trading game works out.

NOTE

There are no time limits in the Happy Mask Shop trading game.

TIP

Feel free to wear any of the masks as you trade them around. People react to you in different ways depending on which mask you wear.

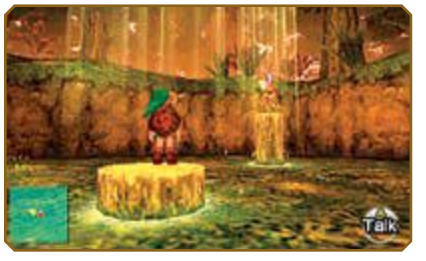
Keaton Mask: Kakariko Village





The fox-like Keaton Mask is your first mask. Take this to Kakariko Village. Wear it and then speak to the guard standing at the gate to Death Mountain. The guard excitedly buys the Keaton Mask for 15 Rupees.

Skull Mask: Lost Woods





When you take the Skull Mask, go to the Lost Woods and look for the Skull Kid. Wear the mask and then speak to the Skull Kid from the stump. The mask costs 20 Rupees, but the Skull Kid only gives you 10 Rupees for it.

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TIP

Don't leave the Skull Kid without playing Saria's Song for him. He will hand over a Piece of Heart for the tune.

Spooky Mask: Kakariko Graveyard





Now that you can borrow the Spooky Mask from the shop, go to the Kakariko Graveyard. Show it to the child in the graveyard. The kid loves it! He thinks it makes him look like Dampé the gravekeeper. The boy pays you 30 Rupees for the mask.

Bunny Hood: Hyrule Field





After taking the Bunny Hood from the shop, you need to head out to Hyrule Field during a sunny day. Be on the lookout for a man running around the Lon Lon Ranch. Take off after the man. When he stops, put on the Bunny Hood and talk to him. The man just has to have the mask and fills your current wallet with Rupees.

Mask of Truth: Hyrule Castle



Now that you've sold the Bunny Hood, the shopkeeper places total faith in you. You may borrow any mask from the shop, including the powerful Mask of Truth. The Mask of Truth lets you chat up the Gossip Stones for tips and hints (although, you're holding a book with all the hints you need) or listen to the inner thoughts of people you meet in Hyrule.

Secrets of the Masks

Now that you've completed the mask-trading game, not only do you have access to the Mask of Truth, but you can also borrow three additional masks: Goron Mask, Zora Mask, and Gerudo Mask. These masks disguise you as one of the different peoples around Hyrule. Wear these masks and go speak to the corresponding people to hear how they address one of their own…provided they actually fall for the ruse.



Goron Mask



Zora Mask



Gerudo Mask

Performing at the Forest Stage

There is a secondary activity you can try out with the different masks from the Happy Mask Shop. There is a special stage called the Forest Stage. Here, Deku expect to be entertained. Go up onstage while wearing one of the masks and the Deku will react either with joy or dismissal. Two masks are surefire hits, while the others seem to elicit random reactions



To locate the Forest Stage, go to the entrance of the Lost Woods. Now, follow these directions: right, left, right, left, left. You arrive in a secret meadow. Go to the tree in the rear of the meadow and look for the butterflies. They flit around a secret hole. Drop in and you'll find the special Forest Stage.

- Keaton Mask: You often win Rupees, but sometimes they do not like the mask.
- Skull Mask: The reward is the ability to carry an additional 10 Deku Sticks.
- Spooky Mask: More often than not, you win Rupees.
- Bunny Hood: Typically, the Deku aren't crazy for this mask, but on rare occasions, you get Rupees.
- Goron Mask: The Deku don't want to see this mask.
- Zora Mask: You often win Rupees, but sometimes they do not like the mask.
- Gerudo Mask: You often win Rupees, but sometimes they do not like the mask.
- Mask of Truth: The reward is the ability to carry an additional 10 Deku Nuts.

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Fairy Fountains

Throughout Hyrule, you find special fountains. These places of magic are the domain of fairies. Some of the Fairy Fountains host normal fairies, which are used to replenish spent health. Just capture a fairy in a bottle and add it to your inventory for later use. But some secret fountains provide even greater benefits…

Great Fairy Fountains



In addition to the normal Fairy Fountains, six Great Fairy Fountains in Hyrule offer power-ups and upgrades. Finding them is not essential to completing your adventure, but they certainly aid in defeating the great evils that threaten Hyrule.

Death Mountain Peak

- Reward: Spin Attack
- Required Age: Either
- Required Equipment: Hylian Shield, Bombs



To locate this Great Fairy Fountain, report to the red flag near the entrance to Goron City. Explode the boulder on the right and head up. Next, throw a bomb to smash through the rocks blocking the path. When you continue down this new path, the mountain begins erupting. Use the Hylian Shield to block the incoming rocks. At the end of the trail, look for Skulltulas. Defeat them and then climb up the wall. Use a bomb to destroy the nearby breakable wall. This leads to the Great Fairy Fountain.

Death Mountain Crater

- Reward: Increased Magic Meter
- Required Age: Adult
- Required Equipment: Megaton Hammer



Enter the Death Mountain Crater via Darunia's throne room. Immediately take a right and cross the bridge. Look for two giant boulders that are too big to destroy with bombs. Use the Megaton Hammer to shatter the boulders and open the pathway to the Great Fairy Fountain.

Hyrule Castle

- Reward: Din's Fire
- Required Age: Child
- Required Equipment: Bombs



When you first enter the castle, climb up the vine to bypass the gates. Now, hop down and walk to the fork in the path. Take the right path. It's a dead-end. However, if you bomb the boulder at the end of the path, the entrance to the Great Fairy Fountain is revealed.

Din's Fire is an offensive spell with burning splash damage.

Zora's Fountain

- Reward: Farore's Wind
- Required Age: Child
- Required Equipment: Bombs

Inside Zora's Domain, return to Jabu-Jabu's resting place. Circle around to the right and look for a narrow peninsula with a single tree. There's a boulder against the wall behind it. Bomb that wall to open the way to the Great Fairy Fountain and collect Farore's Wind.

This spell allows you to warp inside of dungeons.

Desert Colossus

- Reward: Nayru's Love
- Required Age: Adult
- Required Equipment: Bombs



Go to the entrance of the Spirit Temple and look up to the Desert Colossus. Turn to the right and walk to the pair of palm trees against the rock wall. Drop a bomb between the trees to destroy a breakable wall and enter the Great Fairy Fountain.

Nayru's Love creates a temporary protective barrier around you.

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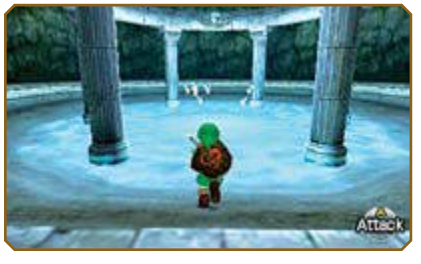
- Reward: Halved damage
- Required Age: Adult
- Required Equipment: Golden Gauntlets



After you recover the Golden Gauntlets, head back outside the castle. There is a massive black pillar among the rubble, close to the Great Fairy Fountain where you found Din's Fire. Lift the pillar with the Golden Gauntlets to find the final Great Fairy Fountain.

This bonus is extremely useful to get before challenging Ganondorf.

Normal Fairy Fountains



Don't turn up your nose at these minor Fairy Fountains. Even though finding them doesn't pay out in magic spells or special upgrades, collecting fairies can save your life in the middle of a dangerous fight. If you have a bottled fairy, it automatically restores all health if you fall in battle.

There are six normal Fairy Fountains in Hyrule. Here's where to find them:

- Hyrule Field: Use bombs to shatter the boulders across a small stream in Hyrule Field and reveal a Fairy Fountain.
- Graveyard: Bomb the wall of the tomb where you discovered the Hylian Shield.
- Sacred Forest Meadow/Lost Woods: Right as you exit the Sacred Forest Meadow, look for a ladder against a hedge. Climb the ladder and then blast the boulder in the small area.
- Zora's River: Blast open the boulder surrounded by smaller rocks along the shores of Zora's River to reveal a Fairy Fountain.
- Zora's Domain: Play the Song of Storms on the trapezoid-shaped island in the bottom of Zora's Domain to reveal a hidden hole. Drop in to reach the Fairy Fountain.
- Gerudo's Fortress: After going to jail at the Gerudo's Fortress, walk to the line of four crates on the ground (near the main entrance). Play the Song of Storms to open up the Fairy Fountain.

Bottle Locations

You might expect that swords, shields, and hammers are the most important items for your adventure, but don't overlook the usefulness of a simple bottle. Glass bottles are used to store special things, such as potions, bugs, Poes (ghosts), milk, fairies, and blue flames. You can store only one item in each bottle. However, you can collect four bottles, which is particularly convenient. Going into a boss battle with three or four fairies, for example, will greatly enhance your chance of victory.

Bottle One: Kakariko Village

The Cucco Lady's Cuccos have escaped! If you return all seven missing Cuccos to the Cucco Lady's pen, she hands over a bottle. The Cuccos are spread across Hyrule, so use these locations to hunt them down:



Right inside the Kakariko Village entrance.



In a box next to the stairs in Kakariko Village. Rush the box to shake the Cucco loose.



Head up to the entrance to Death Mountain Trail. Look atop the second set of stairs.



Use a Cucco to soar from the red roof to the well. Go up the next set of steps. Jump off the nearby ledge and collect the next Cucco.

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Look near the pen next to the stairs.



Pick up a Cucco and use the stairs. Inch up to the fence and then jump diagonally to cross a fence. Throw your current Cucco over the fence and then jump down to find the next Cucco by a ladder.



Finally, climb the ladder from the previous Cucco collection. The last Cucco is on top of the ladder.

Bottle Two: Lon Lon Ranch



Talon wants you to play the Super Cucco game. If you win, he hands over a bottle of milk from the ranch. The milk's great and when you drink, you're left with an empty bottle. To collect the bottle, just win the Super Cucco game by finding all of the special Cuccos Talon releases before time runs out.

TIP

Try to follow the arcs of the Super Cuccos as Talon releases them so you can quickly turn around and nab the right Cuccos.

Bottle Three: Zora's Domain/Lake Hylia



You need the Silver Scale to collect the third bottle. This is the bottle containing the letter from Princess Ruto. After delivering the letter, you keep the bottle!

Bottle Four: Hyrule Castle



The final bottle is awarded for defeating 10 Big Poes (ghosts) around Hyrule. You store these Poes in bottles, and then bring them to the shopkeeper of Hyrule Castle. Once all 10 have been delivered, the shopkeeper gifts you with another empty bottle. Use these hints to find all 10 Big Poes.

NOTE

You must be on Epona to spot the Big Poes. On foot, you see only normal Poes, which are worth a mere 10 Rupees.

Big Poe Locations



Legend

1. West of Hyrule Castle, amongst the bushes
2. Tree at the entrance of Lon Lon Ranch
3. Next to the sign for Lon Lon Ranch at Hyrule Castle
4. At the V-shaped wall to the east of Lon Lon Ranch
5. Next to the Kakariko Village sign
6. The lone tree near the Gerudo Valley entrance
7. Fork in the road outside the entrance to Gerudo Valley
8. South of the previous Big Poe, between a tree and a grove.
9. Look in the grove, north of the Lake Hylia entrance.
10. Near the boulder where the road forks off to either Lon Lon Ranch or Kokiri Forest

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Magic Beans



If you are searching for Pieces of Heart and Gold Skulltulas, you must indulge the purveyor of Magic Beans. The gluttonous kid selling Magic Beans is located along the side of Zora's River. These special beans take some time to develop, but when they do, they result in special plants that transport you either along shortcuts or to important pick-ups.



To use a Magic Bean, you must plant it in soft soil. Look for naked soil with a small hole in the middle of the brown patch. Now, when seven years pass and you return as adult Link, the Magic Beans have sprouted up into fantastical plants.

The Magic Beans, though, are not cheap. The first magic Bean you purchase costs just 10 Rupees. However, the kid raises the price 10 Rupees with each consecutive Magic Bean you purchase. The last Magic Bean you buy (there are 10 total) tops out at 100 Rupees. However, even though this is not a cheap pursuit, the payoff of Pieces of Heart and Gold Skulltulas makes it worth the price.

1. Kokiri Forest
- Result: Rupees

Plant the beans in the soft soil next to the shop in Kokiri Forest. When it grows, ride it up to a bunch of Rupees.

2. Lost Woods
- Result: Shortcut

When you enter the Lost Woods, take two lefts. Plant beans in the soft soil. The sprouted plant lifts you along a shortcut to the bridge leading out of the Lost Woods.

3. Lost Woods
- Result: Gold Skulltula

At the entrance of the Lost Woods, go right, left, right, left, left. The bean, once planted, takes you up to a Gold Skulltula.

4. Death Mountain Trail/Dodongo's Cavern
- Result: Piece of Heart, Shortcut

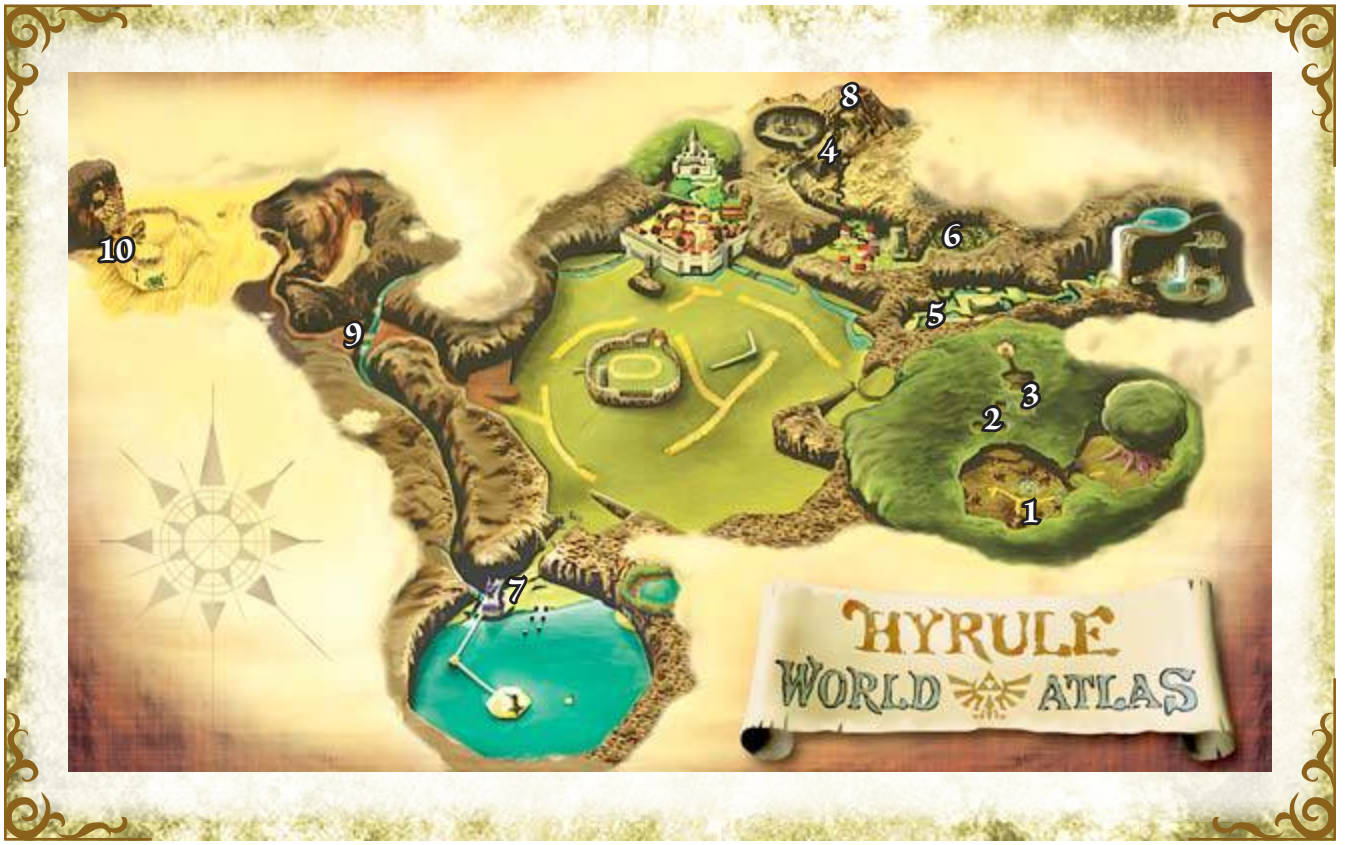
At the entrance to Dodongo's Cavern, place a bean in the soil. The plant lifts you up the mountain and also delivers a Piece of Heart.

5. Zora's River
- Result: Shortcut

Plant a bean in the soil next to the kid who sold you the Magic Beans. The plant offers a shortcut up the river.

6. Kakariko Graveyard
- Result: Piece of Heart

Place a Magic Bean in the soft soil on the west side of the graveyard. Then, ride the plant up to a Piece of Heart.



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7. Lake Hylia

- Result: Piece of Heart

The soft soil is next to the Lakeside Laboratory. Plant the Magic Bean and then come back later to ride it up to the roof and locate a Piece of Heart.

8. Death Mountain Crater

- Result: Piece of Heart

When you play the Bolero of Fire and warp to the Death Mountain Crater, look for the nearby soft soil. Plant a Magic Bean. Ride the plant up to a Piece of Heart.

9. Gerudo Valley

- Result: Piece of Heart

Plant a Magic Bean in the soil at the bottom of the waterfall. Use a Cucco to glide out to the soil. When you return, ride up to a Piece of Heart.

10. Desert Colossus

- Result: Piece of Heart, Gold Skulltula

Plant the Magic Bean in the soil just outside the Spirit Temple. This results in a Piece of Heart and a shot at a Gold Skulltula.

Secret Grottoes



Throughout Hyrule, you may discover small, secret caves that lead to fun or valuable treasures. Some grottoes contain Gossip Stones, others offer Rupees. You might even find equipment upgrades. Find secret caves in various ways, such as playing the ocarina or blasting down a breakable wall with bombs.

Use this list of grotto locations to find all of the hidden goodies. We also include what, if any, equipment is needed to unveil the secret caves.

Secret grottoes are pointed out on the maps in the walk-through chapters.

Kokiri Forest

- Inside: Gossip Stone, Red Rupee

Locate the Gossip Stone near the entrance to the Lost Woods. Play the Song of Storms.

Sacred Forest Meadow

- Inside: Purple Rupee

Use a bomb to break open a cave near the entrance to the Lost Woods. Inside the cave, eliminate two Wolfos to reveal a treasure chest.

- Inside: Fairy Fountain

Place a bomb on the hole in the middle of the hedges (near the ladder) to reveal the cave.

Lost Woods

- Inside: Deku Nut Upgrade

Exit the Sacred Forest Meadow. Use a bomb on the nearby rock.

- Inside: Gossip Stone, Blue Rupee

After entering the Lost Woods (from Kokiri Forest), go: right, left, and bomb the boulder.

- Inside: Forest Stage

After entering the Lost Woods (from Kokiri Forest), go: right, left, right, left, left. Look for the butterflies. This is the entrance to the Forest Stage as referenced in the Happy Mask Shop trading game.

Hyrule Field

- Inside: Gold Skulltula

Plant a bomb at the base of the tree near the castle walls.

- Inside: Gossip Stone, Blue Rupee

At the entrance of Hyrule Castle, go to the left and follow along the wall. Bomb the boulder near the trees.

- Inside: Piece of Heart

Continue left from the previous secret cave. Look for a single tree near the river. Place a bomb at the base of the tree. Inside, use the Iron Boots to sink down to the Piece of Heart.

- Inside: Fairy Fountain

Use bombs to shatter the boulders across a small stream in Hyrule Field and reveal a Fairy Fountain.

- Inside: Gossip Stone, Gold Skulltula

Go to the entrance of Gerudo Valley, but don't cross into it. Instead, head right and look for a boulder surrounded by small rocks. Shatter the boulder and then place a bomb in the rocks.

- Inside: Piece of Heart

Go to the entrance of Lake Hylia, but stay in Hyrule Field. Place a bomb in the middle of the nearby fences to reveal a cave. The Business Scrub down below will sell you a Piece of Heart.

- Inside: Gossip Stone, Blue Rupee

Look for the hole in the ground near the previous cave.

- Inside: Gossip Stone, Red Rupee

Look for the copse of trees in Hyrule Field and then break open the boulder within.

Hyrule Castle

- Inside: Gold Skulltula

Play the Song of Storms next to the tree that's just inside the castle fence. In the cave, look for the breakable walls. The Gold Skulltula is behind one of them.

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Kakariko Village

- Inside: Huge Rupee

As you enter the village from Hyrule Field, look to the left of the House of Skulltula. Between the house and the stairs, place a bomb.

- Inside: Gossip Stone, Red Rupee

Look for a hole in the ground next to the Potion Shop. It leads to a grotto.

Graveyard

- Inside: Hylian Shield

At night, push the gravestone marked with flowers. Drop into the grotto to retrieve a free Hylian Shield.

- Inside: Piece of Heart

Push the movable gravestone to reveal a secret grotto. Battle the ReDead down here and then play the Sun's Song to get the Piece of Heart.

Death Mountain Trail

- Inside: Gossip Stone, Huge Rupee

Look at the entrance to Goron City. Stand in the center of the circle of stones on a small platform and play the Song of Storms.

- Inside: Green Rupees, Hearts, a Cow

When you reach the platforms that lead up to the summit, look for a rock near a danger sign. Bomb the rock to reveal the grotto.

Death Mountain Crater

- Inside: Business Scrubs that sell arrows, bombs, and Deku Nuts

Use the Megaton Hammer to shatter the boulder near the entrance to Goron City.

- Inside: Gossip Stone, Bombs

Inside the crater, look for a circle of stones. Bomb the boulder in the middle to reveal the grotto.

Goron City

- Inside: Business Scrubs that sell arrows, bombs, and Deku Nuts

As adult Link, enter the lava-filled room. Play the Song of Time. Jump onto the block that appears, then cross the area with the Longshot.

Zora's River

- Inside: Business Scrubs that sell Green and Red Potions

Near the river entrance, look for a circle of stones next to a Cucco. Play the Song of Storms in the circle.

- Inside: Gossip Stone, Red Rupee

Place a Magic Bean in the soft soil and then come back as an adult to ride the plant up to a special platform. The already visible grotto leads to a Gossip Stone and a red Rupee.

- Inside: Fairy Fountain

Place a Magic Bean in the soft soil and then come back as an adult to ride the plant up to a special platform. Blast the boulder to reveal the Fairy Fountain.

Zora's Domain

- Inside: Fairy Fountain

Head out to the trapezoid-shaped flat rock and play the Song of Storms.

Lake Hylia

- Inside: Business Scrubs that sell arrows, bombs, and Deku Nuts

Head out to the small island with the movable gravestone. Pull it to reveal the secret grotto.

Gerudo Valley

- Inside: Business Scrubs that sell Green and Red Potions

Walk behind the Carpenter's Tent and play the Song of Storms. This opens the grotto.

- Inside: Rupees

At the edge of the canyon, look down. There's a white rock on a small ledge. Use the Silver Gauntlets to lift the stone and reveal the grotto.

Gerudo's Fortress

- Inside: Fairy Fountain

After going to jail at the Gerudo's Fortress, walk to the line of four crates on the ground (near the main entrance). Play the Song of Storms to open up the Fairy Fountain.

Desert Colossus

- Inside: Business Scrubs that sell Green and Red Potions

Use the Silver Gauntlets to hoist the giant boulder near the entrance of the Spirit Temple. This reveals the grotto.

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Pieces of Heart

There are 36 Pieces of Heart located around Hyrule. When collected, they add nine additional hearts to Link's life, greatly increasing his well-being and chances for victory. We chart the location of all 36 Pieces of Heart in the walk-through, but here's a reference chart so you can check them off as you collect them.

Location	Description	Child Link	Adult Link
Graveyard	Hidden beneath gravestone.	x	
Graveyard	Pay Dampé to dig up random graves at night.	x	
Hyrule Castle Town Market	Return Richard the puppy to the woman in the back alley (at night).	x	
Lon Lon Ranch	Crawl space within the silo.	x	
Lost Woods	Play ocarina game with the two forest people on stumps.	x	
Lost Woods	Play Saria's Song for Skull Kid.	x	
Goron City	Throw bomb in spinning pot in center of Goron City.	x	
Death Mountain Crater	In small alcove down the main ledge.	x	x
Kakariko Village	Inside house with caged cow.	x	x
Hyrule Castle Town Market	Win Bombchu Bowling minigame.	x	
Zora's River	Along riverbank. Use Cucco to reach it.	x	x
Zora's River	Along riverbank. Use Cucco to reach it.	x	x
Zora's Domain	Light series of torches within Zora's Domain.	x	
Lake Hylia	Catch 10-pound fish at fishing minigame.	x	
Hyrule Field	Plant bomb in fenced area near Lake Hylia entrance.	x	x
Gerudo Valley	Jump off bridge while using Cucco to land behind waterfall.	x	x
Gerudo Valley	Jump off bridge while using Cucco to land next to crate. Roll into crate.	x	x
Graveyard	Ride magic plant that grew from Magic Beans.		x
Kakariko Village	Inside windmill after completing Dampé's underground race.		x
Kakariko Village	Return 50 Gold Skulltula Tokens to the House of Skulltula.	x	x
Death Mountain Trail	Ride magic plant that grew from Magic Beans at entrance to Dodongo's Cavern.		x
Death Mountain Crater	Ride magic plant that grew from Magic Beans. Or use Longshot.		x
Zora's Fountain	On ice floes.		x
Ice Cavern	Encased in red ice. Use blue fire to melt it.		x
Zora's Fountain	Drop to bottom of fountain with Iron Boots.		x
Lake Hylia	Ride magic plant that grew from Magic Beans. Or use Longshot.		x
Lake Hylia	Bottom of lab well. Requires Golden Scale.	x	x
Hyrule Field	Secret grotto near Lon Lon Ranch.	x	x
Kakariko Village	Longshot up to rooftop with lone villager (adult Link). Side jump off the tower to the rooftop (child Link).	x	x
Graveyard	Win Dampé's second underground race.		x
Zora's River	Play Song of Storms for frogs.	x	
Zora's River	Play all six non-warp songs for frogs. Then follow sequence with frogs.	x	
Hyrule Castle Town Market	Complete Treasure Box minigame with the Lens of Truth.	x	
Gerudo's Fortress	On top of the Fortress.		x
Gerudo's Fortress	Score 1,000 points at Horseback Archery Range.		x
Desert Colossus	Ride magic plant that grew from Magic Beans.		x

Boss Challenge



As mentioned at the beginning of this guide, the Nintendo 3DS edition of *Ocarina of Time* includes the new Boss Challenge mode. Now, you can replay boss battles to see just how fast you can bring down the terrors at the end of the major dungeons. You can replay any boss you have already defeated. And once you have defeated all eight bosses, you can attempt to defeat them in a gauntlet. Can you survive the boss rush?

To access the Boss Challenge, return to Link's House in Kokiri Forest and interact with Link's bed. Choose the boss you wish to challenge from the available list. Sweet dreams!

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Master Quest

So, you defeated Ganondorf and saved Hyrule from a terrible fate. The adventure's over, right? Wrong. After completing *Ocarina of Time*, you unlock the Master Quest, a remixed version of the game with several important changes. In the Master Quest:

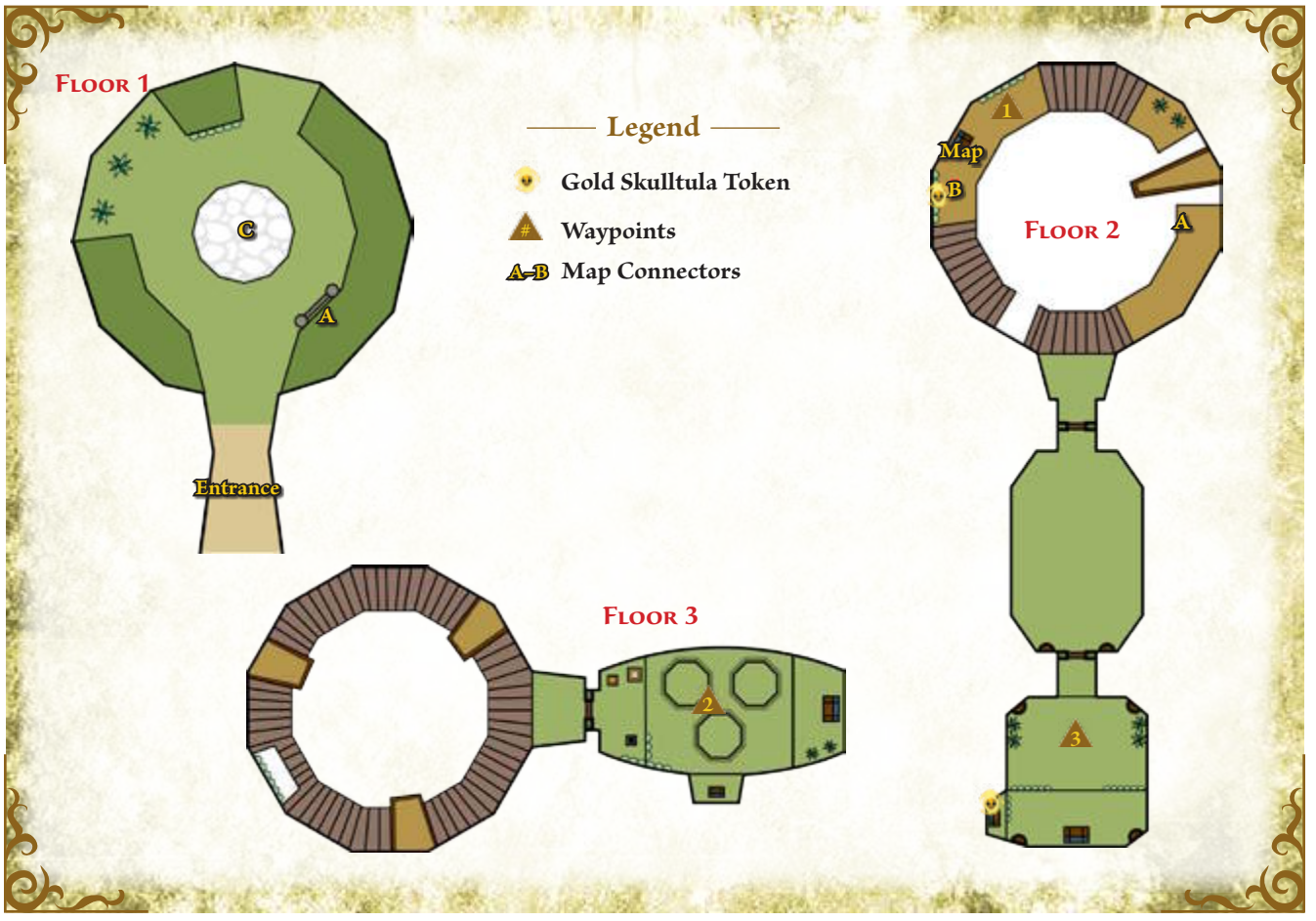
- The overworld has been mirrored. Lon Lon Ranch, for example, is on the west side of Hyrule Field, not the east.
- The architecture of the dungeons is the same, but the puzzles have changed.
- Monster placement inside the dungeons has changed. You encounter tougher enemies sooner.
- Monsters have been powered-up in the Master Quest. Now it takes more skill and perseverance to defeat them.
- Gold Skulltula Tokens found in the dungeons have changed locations. The Gold Skulltula Tokens found in the overworld are in the same place—just mirrored.

So, when you embark on the Master Quest, the majority of the overworld walk-through remains the same—just understand that everything has been mirrored. But when you reach a dungeon, whether it's the Great Deku Tree or Ganon's Castle, come here for a complete walk-through on surviving the dungeon, and collecting all of the items.

The Great Deku Tree

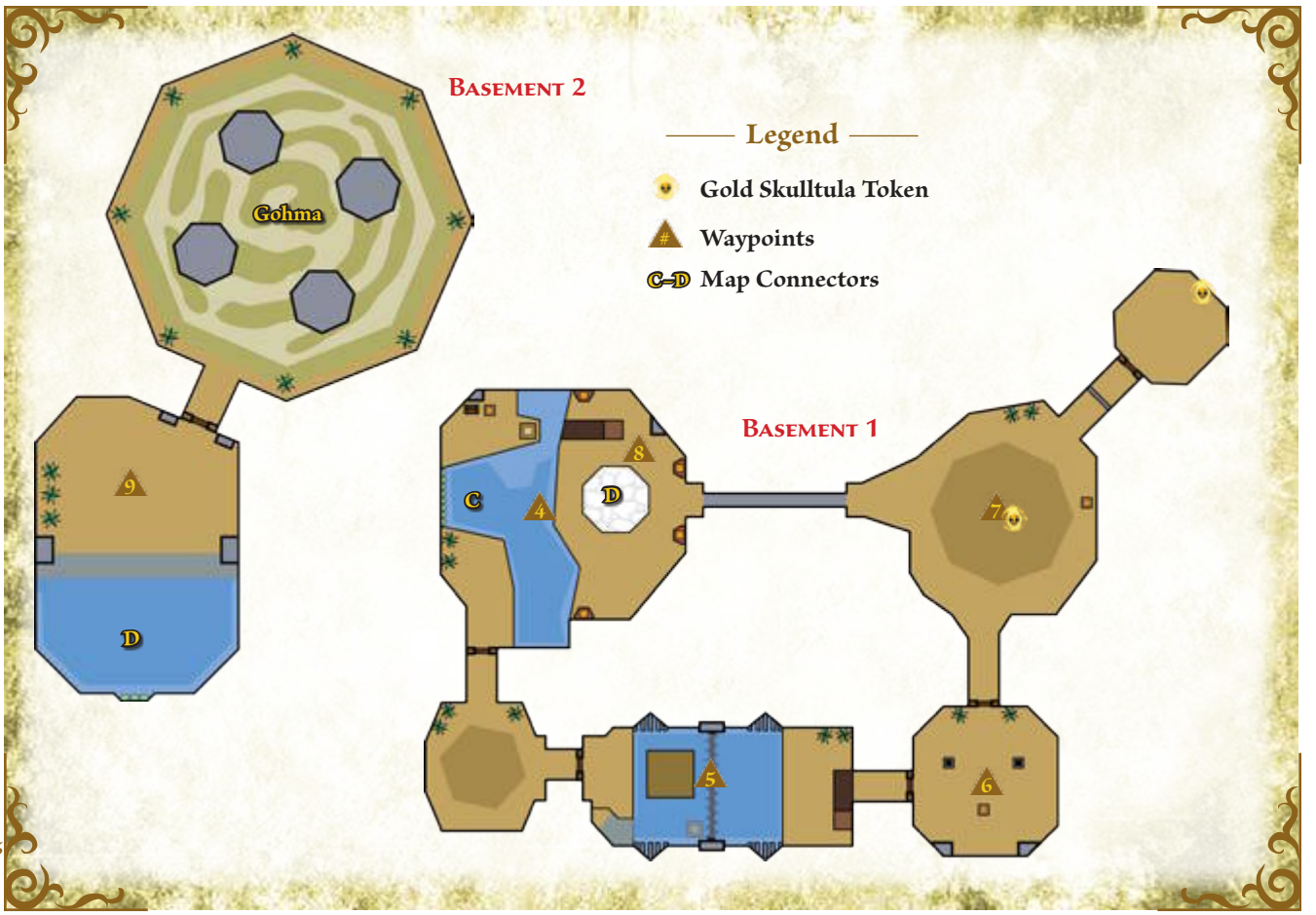
Hearts: 3
Pieces of Heart: 0/36
Equipment/Items Found: Fairy Slingshot, Deku Nut, Kokiri's Emerald

Cursed by an approaching evil, the Great Deku Tree needs Link's help. The boy must take up sword and shield, and then enter the depths of the Great Deku Tree to find the source of the ills befalling the majestic guardian of Kokiri Forest. Inside the Great Deku Tree, Link will encounter new enemies much more dangerous than the Deku Baba, including his first duel with one of the boss monsters aligned with the King of Evil.



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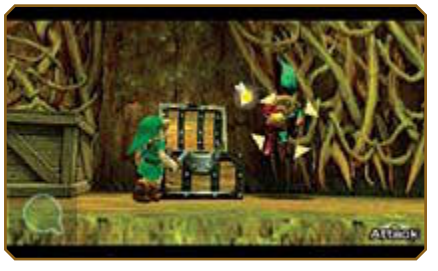


Get the Fairy Slingshot

1 Main Room



When you first enter the Great Deku Tree, climb either the ladder or the vines (watch out for the Skullwalltula) and then circle around the interior of the tree. Keese attack from above, so guard with your shield and strike when they swoop low.



Gohma Larvae protect the large treasure chest along the route, which contains the **Dungeon Map**. Now you can see the entirety of the dungeon, although until you recover the Compass, you cannot see the location of treasure chests or the boss.

TIP

Collecting Gold Skulltula Tokens? Roll into the crates to locate the first Gold Skulltula—see, they really are in different places.



Now, climb the vines to the third floor of the tree, watching out for Deku Babas.

2 Fairy Slingshot



Step on the switch to ignite the torches, which burn down the cobwebs blocking the door to a room with three platforms. When the door closes behind you, bars slam shut over it. You must find a way to lift those bars to leave this room. It's pretty simple. Pull out a Deku Stick and ignite it on the lit torch. Now, wave it over the unlit torch on the opposite side of the door. The bars go back up.

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Now it's time to get the Fairy Slingshot. First, step on the nearby floor switch to make the three platforms rise from the floor. They only stay up for a few moments, but that's long enough to hop across them and reach the ledge on the far side of the room. But first you must deal with the Gohma Larvae creeping around the room.





You may need to lure one of the Gohma Larvae off the wall by stepping under it. Once all of the Gohma Larvae have been destroyed, a treasure chest containing the Fairy Slingshot appears in the side alcove. Use the switch to raise the platforms again and then bound over to collect it.

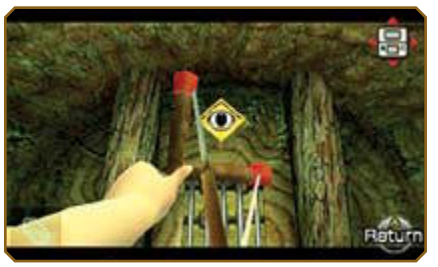
TIP

Light the dormant torch in this room with a Deku Stick to earn another five Rupees.

3 Compass



Now return to the second floor of the Deku Tree. Light a Deku Stick at the torch and burn through the webbing to enter the door. Inside the room, you discover multiple Deku Babas, including a rather large one. You can go in for close strikes or linger back and attack with your new slingshot.



Next, use the slingshot to hit the eye switch, which unlocks the door in the back of the room. This leads to another enemy-filled chamber, including Gohma Larvae and Skullwalltulas.



Clear one of the vines leading up the far wall with your slingshot. A single shot is enough to eliminate the Skullwalltula. Then climb up and claim the **Compass** from a treasure chest. Now, turn around and shoot the ladder back above the gap. It drops, creating a passage out of the room.

To the Basement

Now that you have three critical items—Dungeon Map, Compass, and Fairy Slingshot, return to the top level of the tree. Eliminate a Deku Baba to clear a space along the ringed ledge. Take a few steps back and then jump off the ledge, diving through the spider web that covers the hole in the middle of the first floor.

4 Torch and Switch Puzzle



Immediately deal with the Deku Babas when you land in the basement. Once these snapping vegetables have been taken care of, step on the nearby switch to ignite a torch. Now use a Deku Stick and burn away the cobweb that blocks another switch.



When you stomp that switch, a treasure chest falls. If you lost your Deku Shield, this chest contains a replacement. Otherwise, it contains Recovery Hearts or Rupees. Now, shoot the eye switch above the locked door.



Light a torch and enter the newly unlocked door. Hurry up because you need to ignite the two unlit torches before your Deku Stick goes out. Once you do, the bars rise from the door between the torches. Continue through the door.

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5 Spiky Log

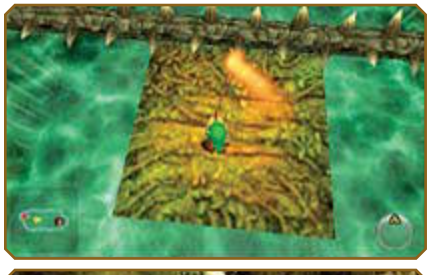


You must ignite two torches on the far side of the room. Seems simple enough, right? Well, you must somehow light a Deku Stick on the nearby torch (which is not active), get across the water on the platform that slides under the spiked log, and then light the torches before your Deku Stick goes out.



The first challenge is lighting the first torch. The blue switch near it starts the flame, but it's a pressure switch. When you step away, the torch goes out. You have to be fast with this sequence of moves.

Wait for the platform in the water to start moving toward your ledge. Put a Deku Stick in your hand, step on the switch, and then roll into the torch before it goes out.





Now jump down to the platform and ride it across the water. The spiked log is lower than it used to be; roll or block at the right moment to pass under the log. As soon as you reach the other side, jump up and quickly light the two torches. Lighting the torches raises the bars on the next door.



To reach the door, you need to get rid of the Big Skulltula blocking the way. Stand off to the side and shoot its weak spot (belly) with your slingshot. After two hits, the Big Skulltula is down. Now climb the block and scurry through the door.

6 Gauntlet



Locked in! The exits do not open again until you eliminate every enemy in this room, which includes Gohma Larvae, Keese, and Deku Scrubs.

7 Four Torches



When you enter this room, waste no time L-Targeting the Keese and taking them down with your slingshot. After the Keese are done, circle the room and eliminate the Deku Babas.





There are four torches in the center of the room. Ready a Deku Stick in your hand. Step on the blue switch and then immediately walk into a temporarily lit torch to ignite your stick. Now, rush for the cobweb blocking a child-sized hole to the next room. Put the Deku Stick away before it totally burns up and crawl through the hole. This leads you back into the larger room with the water on the floor.

8 Blaze a Trail



Now push the block in front of you into the water. This creates a route so you can carry fire across the chamber to the cobweb-covered hole in the floor. Swipe at the cobweb as if you were swinging a sword to ignite the cobweb and set it ablaze. Now drop down to the lowest basement.

Basement Two

9 Deku Scrub Puzzle



One, three, two. That's the order in which you must bounce Deku Nuts back at the three Scrubs now before you. The Deku Scrubs are "numbered" from left to right if you are facing them. So take the left one first, then the right beastie, and finish with the Deku Scrub in the center.

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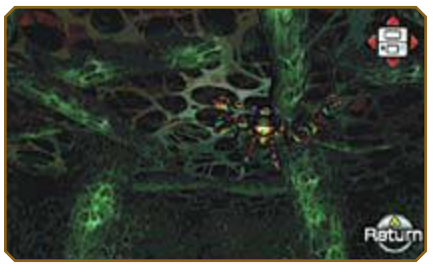
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CAUTION

If you accidentally hit the Deku Scrubs out of order, just start over with the left.

After you defeat the third Deku Scrub, it offers a hint on how to defeat Queen Gohma, the boss on the other side of this door. You need to stun the boss for your strikes to even register. When you're ready, pass through the door to enter Queen Gohma's lair and rid the Great Deku Tree of this horrible infestation.

Boss: Gohma



Entering the first boss lair can be intimidating, especially when you know there's something dangerous hiding in the dark. Step into the shadows and then look to the ceiling. Queen Gohma is crawling in the blackness. She notices you the second you cast your eyes upon her and immediately slams to the ground, ready to attack.



Gohma does not have a projectile attack. Instead, the arachnid relies on brute strength and Gohma Larvae to bring you down. The key is to keep back. Do not let Gohma rise up and then fall on top of you or else she causes a full heart of damage. Your shield will protect you to some degree if you do get close enough for Gohma to touch you, but it's still better to stay back.



Gohma's secondary attack is to jump to the ceiling and drop three sacs on to the floor. As before, rush to the sacs and slash them before they can open. Otherwise, you have three wriggling Gohma Larvae to deal with while Gohma herself tries to get the drop on you.



The spider queen's weakness is her single eye. You need to blind her, which temporarily stuns the boss. There are a few ways to pull this off. L-Target Gohma and then hit her with your slingshot when she flashes a red eye. Alternately, you can slam a Deku Nut at Gohma when she shows the angry red eye. While Gohma is on the ceiling, hit her with a Deku Seed as she starts to secrete the Gohma Larvae sacs.



When you stun Gohma, she collapses on the floor. Now hurry up and slash at her eye with your sword. You can get in two or three hits before Gohma recovers. As soon as you see Gohma rise from the floor and shake it off, get back and ready the slingshot for your next opportunity to stun her.

TIP

The give and take of the boss battle is brief and you can knock out Gohma fairly quickly if you rely on L-Targeting.

When you defeat Gohma, the arachnid disappears, leaving behind a Heart Container and a warp pad that takes you out of the dungeon. Every boss battle pays out with a Heart Container, so always be sure to pick it up before stepping into the warp.

Dodongo's Cavern

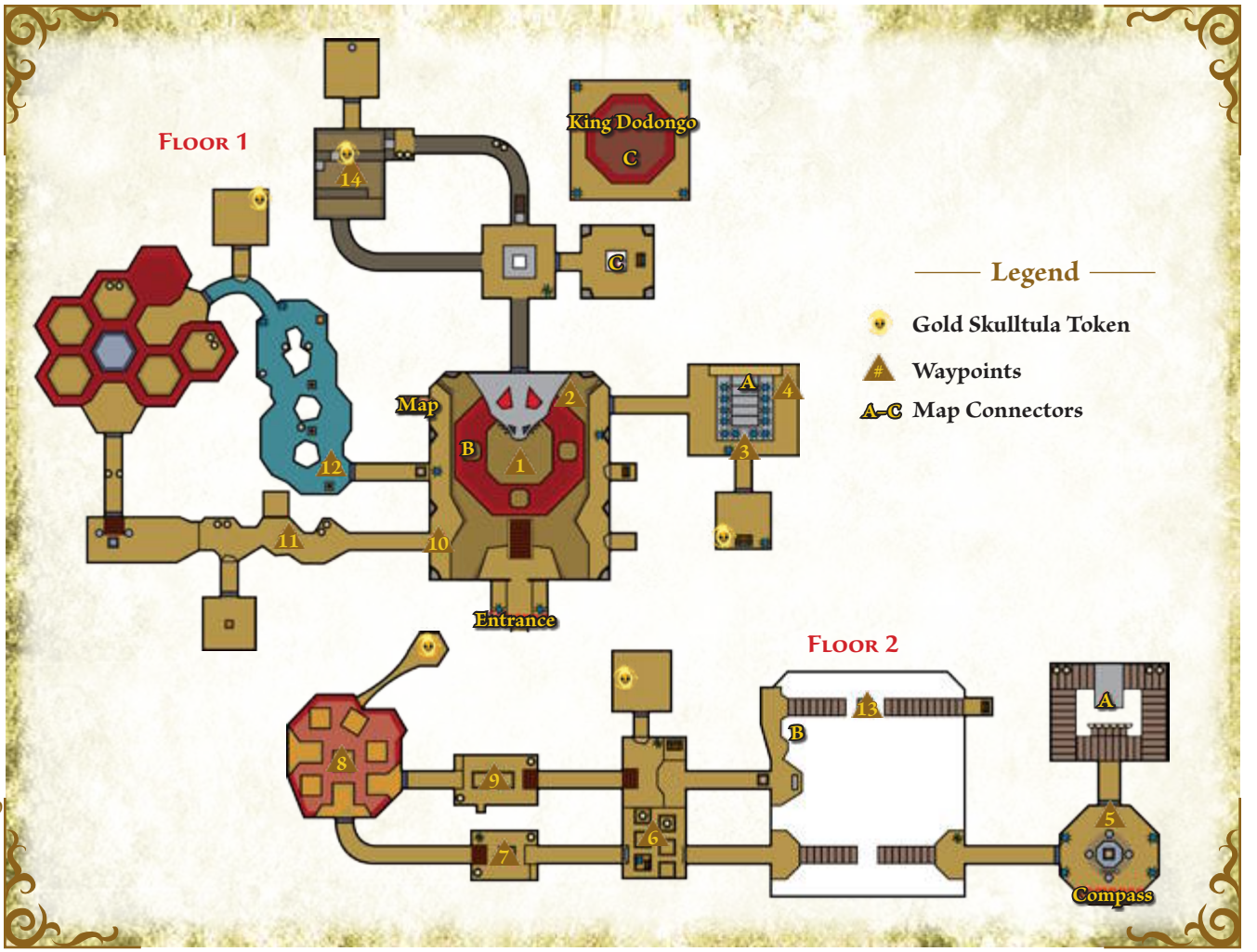
(see map on the following page)

Hearts: 5
Pieces of Heart: 7/36
Equipment/Items Found: Bomb Bag, Goron's Ruby
Songs Learned: —

Deep in Death Mountain lurks King Dodongo, leader of the Dodongo monsters. With King Dodongo preventing the Gorons from reaching their beloved rocks, it's up to Link to venture into this dangerous cavern and square off against the fearsome lizard. If Chief Darunia needed to see an act of bravery to hand over the Goron's Ruby, surely defeating the monster in the depths of this dungeon would do the trick.

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Map & Compass

1 Dungeon Map



Upon entering Dodongo's Cavern, you start in a large, lava-filled chamber. You will move through this room several times while exploring this dungeon. First, you need to access the central platform. Jump across the lava using the rising pillar. Pluck the Bomb Flower.



Immediately veer off to the left. Jump across the pillar before it drops too low and then hop over to the left side of the room. Deposit the explosive next to the breakable wall.



Now inside the small side chamber, open the treasure chest to retrieve the **Dungeon Map**.

NOTE

Behind the breakable wall to the north, you find a Gossip Stone.

NOTE

In the alcove next to it, Business Scrubs attempt to sell you goods, such as a Deku Shield.

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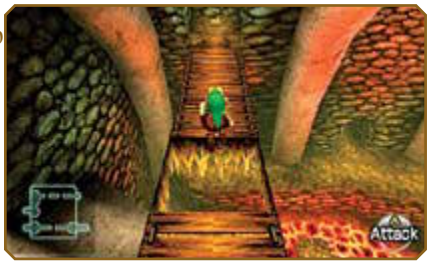
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Now return to the central platform and pluck another Bomb Flower. Jump out to the pillar on the right. You need to throw that bomb next to the rock in the left corner of the room, near the edge of the lava. Blasting the boulder reveals a switch. This increases the range of the nearby pillar so it rises up to the second floor.

2 Secret Switch



Ride the pillar up to the second floor and cross the bridge. There's a switch on the far side of the bridge, tucked in a tiny alcove. Step on it. This unlocks the door below you and lights a torch on the main level of the room.

3 Stepping Up



A row of Bomb Flowers in the middle of this room has a suspicious gap in the center. Somehow, you need to place a Bomb Flower in this gap. The explosion will set off the other Bomb Flowers and lower the steps to the second floor. First, walk behind the rotating Beamos eyes to avoid getting zapped by a laser.



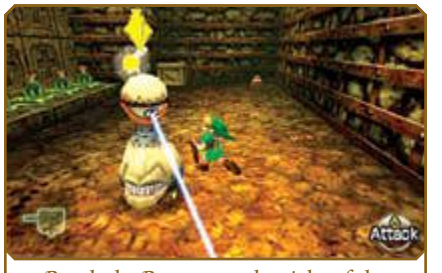
Now, you need to pluck the Bomb Flower from the wall, but it's too high to grab. Ignite a Deku Stick at the nearby torch. Then touch the Bomb Flower with the stick. The Bomb Flower drops off the wall. Quickly pick it up and throw it in the gap in the line of Bomb Flowers.



The bombs cause the stones to collapse, forming a staircase. Climb up. The center platform rises to take you to a Business Scrub. It's selling Deku Shields for 50 Rupees. Bad deal—unless yours burned up.

4 Silver Rupees

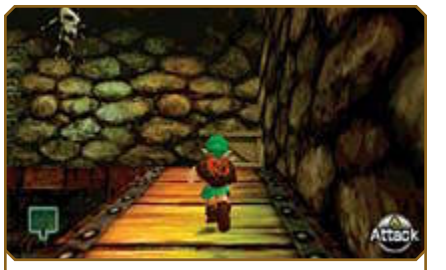
Now, you have to collect five silver Rupees to escape this room and keep moving deeper into Dodongo's Cavern:



Bomb the Beamos to the right of the newly created stairs. There's a silver Rupee beneath it.



Roll into the crate in the corner behind the Beamos.



Roll into the crate on the right set of stairs to the top level of the room.



Destroy the Big Skulltula guarding the fourth silver Rupee.



Roll into the crate on the left stairs heading back down.

After you collect all five silver Rupees, the locked door near to the vines at the top of the room opens.

5 Compass



Defeat all three Dodongos in here to make a treasure chest containing the **Compass** appear. Watch out for the Dodongos' fire breath as you circle behind them to target their tails.

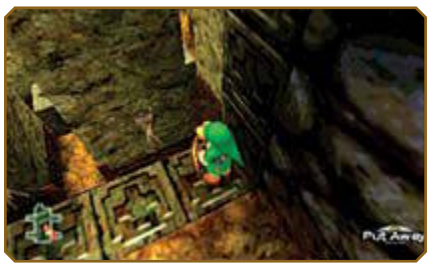
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TIP

Slip by the Dodongos and climb the ladder leading to the Bomb Flower in the middle of the room. Throw the Bomb Flower at the Dodongos!

6 Torch Blocks





Inside this room, look down to see three unlit torches. They are too far off the ground to reach, but note the blocks inside the "maze" below you. Hop down and drag the blocks so there is one beneath each torch.



Light a Deku Stick at the torch back at the entrance to the room. Hop down and bounce across the three blocks to light the torches. This ignites a torch on the other side of the room near a ladder as well as unlocking the door to the north.

If you follow the room to the north and hop up on the ledge, it leads to a small room with Gohma Larvae inside of it. Defeat them and open the chest to pick up a **Deku Shield**.





Now, go to the ladder that is too far off the ground to reach. Pull the block beneath the ladder out of the wall so you can use it to access the ladder. Climb the ladder and jump over to the lit torch. Light a Deku Stick and then jump over to the ledge above the ladder. If you miss the ledge or grab the ladder, you can put the Deku Stick away and it will go out.



Now, set the cobwebs up here on fire and defeat the Big Skulltula.



Now, return to the previous torch and light another Deku Stick. Light the torch near the burnt cobweb and then light the torch in front of the block in the next room.

7 Blocks of All Sizes





You cannot push the large block. So, jump down and defeat the baby Dodongos in the sand. After they are finished, pull the small block in the corner of the room to the steel ledge. Climb up and defeat the Big Skulltula so you can keep moving down the curved hallway. (Look out for Keese!)

Now, light another Deku Stick and use it to drop the Bomb Flower out of the wall ahead. Grab the Bomb Flower and throw it at the breakable wall to enter the next room.

8 Lizalfos



As soon as you enter this chamber, look out for a pair of Lizalfos. Fortunately, they do not attack at the same time. Lock on with L-Targeting so you do not accidentally step off the platforms. Use your shield to block incoming sword strikes from the Lizalfos. As soon as you deflect a blow, take a swipe of your own. A few of these exchanges will bring a Lizalfos to its knees.

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9 Crystal Switch





Run to the back of the room and smack the crystal switch to put the closest fire out. Now run back to the other end of the room and climb up to the pillar that you can now stand on because the flames were extinguished. Jump to the right. There's a Bomb Flower in the alcove.



Now pluck the Bomb Flower and drop down to the ground. Throw the bomb next to the boulder beneath the still-raging fire. When the bomb blows, it reveals a switch. Step on the switch and then strike the crystal switch. With both fires out, bound across the pillars.

Now you can bomb the three boulders ahead and open up a shortcut between the main chamber and this room.

First Floor Again

10 Double-Time Bombing



Now, pluck a Bomb Flower where you blasted the three boulders.



Run off the ledge to drop down to the main floor of the first room. Throw the bomb at the breakable wall in the corner to open the path to the jagged-looking room.

11 Bomb Chain



Ride the gray platform up to a Bomb Flower. Jump down and bomb the breakable wall. This leads to a Business Scrub that sells red potions for 40 Rupees. Now, grab another Bomb Flower and drop it next to the boulder. This reveals another Bomb Flower.

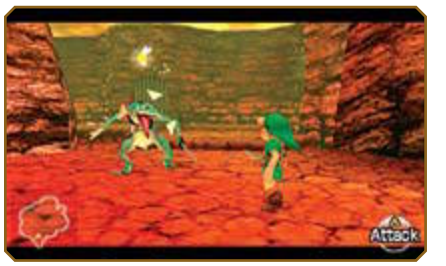


After eliminating the Fire Keese and Big Skulltula in the back half of this chamber, return to a Bomb Flower. Pick up a Bomb Flower and drop it at the bottom of a chain of Bomb Flowers going up the side of the cave.



The line of Bomb Flowers explodes a stubborn boulder. This reveals an eye switch. Shoot the eye switch with your slingshot to unlock the door on the ledge behind you.

12 Bomb Bag



After defeating two Lizalfos in the lava-filled room with hexagonal platforms, grab the Bomb Flower in here and drop it at the base of the chain of bombs going up the wall. This unlocks the secret room to the north, which contains a Gold Skulltula.

CAUTION

Watch out for Poes in here!



Now repeat this process with the line of Bomb Flowers on the east side of the tunnel. This unlocks the door that leads back to the entrance room, but you're dropped off right in front of a treasure chest that contains the **Bomb Bag**. (Whew—you got it a lot later this time though Dodongo's Cavern.)

13 Red Eyes



Step out on the bridge extending across the giant Dodongo skull. There are two breaks in the bridge. Step to each gap and drop a bomb down through the hole. The bombs land in the skull's eyes. The explosions light the eyes on fire. When both are ablaze, the skull's mouth opens, revealing the path to the boss of the dungeon, King Dodongo.

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13 Lizalfos



Duel the Lizalfos in the corner. Next, lob a bomb over the wall of fire so it triggers a switch that extinguishes it. Now throw bombs at the Armos statues and get rid of all of them. When you pull the lone gravestone, a special block appears that lets you crawl over the high wall that leads to the boss room.

The crystal switch on the other side of the fire wall also raises the bars on the nearby door, which leads to a chest with Recovery Hearts. You'll need them for this fight.

Boss: King Dodongo



King Dodongo is a monstrous lizard with two devastating attacks:



The beast will roll into a ball and circle the room. This would be easier to avoid if the center of the room wasn't filled with lava. However, there is a trick to this. If you get into one of the corners and stand flush against the wall, the rolling King Dodongo will just miss you.



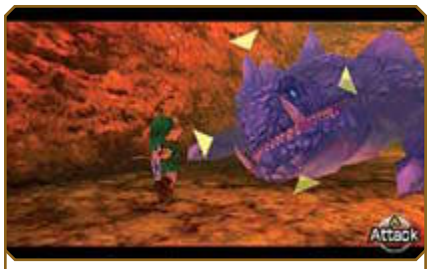
You can also avoid getting squashed by staying right at the edge of the lava.



The second attack is to breathe fire. Your shield does nothing to repel this, so just get back as soon as King Dodongo rises up and opens its huge mouth. The catch, though, is that when it opens its mouth, it's also revealing its weak spot to you.



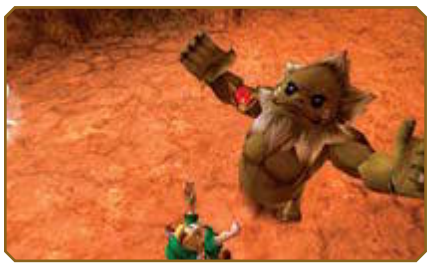
As soon as King Dodongo stops moving and turns to face you, L-Target it. The boss rises from the ground and opens its mouth to breathe a fireball at you. Just as it shows its teeth, throw a bomb into its mouth. When the bomb pops in King Dodongo's gullet, the boss falls to the ground, temporarily stunned.



Now get in there and deliver some sword strikes to King Dodongo's head!

TIP

If you run out of bombs, just use the Bomb Flowers around the edges of the room.



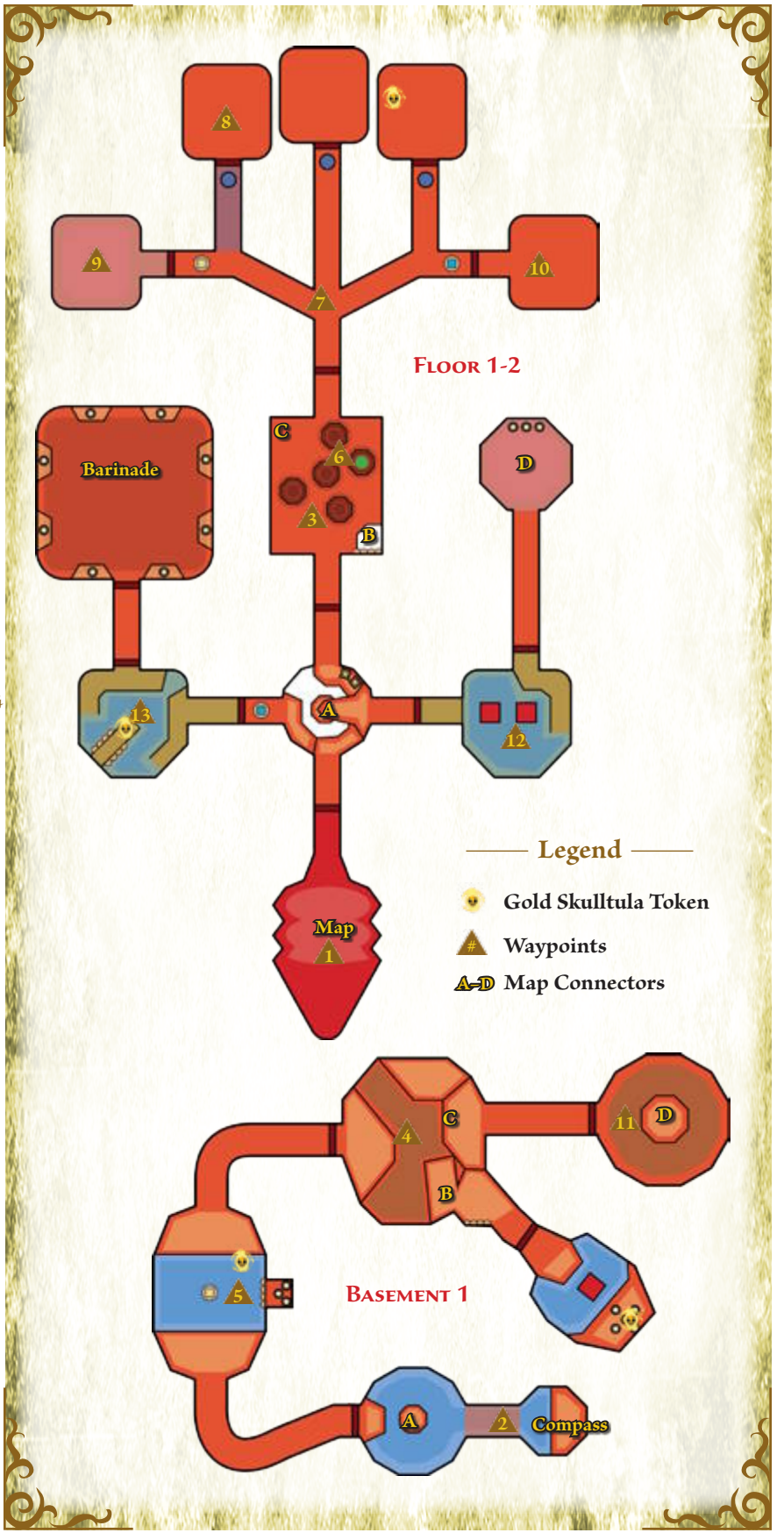
Follow this pattern several times—avoid the rolling attack, throw a bomb into its mouth, and then slash at the stunned king. Soon, you claim victory over the fearsome boss. Your immediate prize is a Heart Container. Grab it before stepping into the blue light that warps you out of the dungeon and back to Darunia.

Chief Darunia is a Goron of his word. In exchange for defeating King Dodongo and allowing the Gorons to continue their rich diet of fine rocks, he gives you the Goron's Ruby. Now you have two of the three Spiritual Stones.

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Inside Jabu-Jabu's Belly



Hearts: 8
Pieces of Heart: 14/36
Equipment/Items Found:
Boomerang, Zora's Sapphire
Songs Learned: —

Finding the Princess

1 Dungeon Map



In Jabu-Jabu's mouth, you are immediately confronted by Shabooms and Octoroks. Wade into the water and use your shield to reflect the Octorok's stones back at them. If the Shabooms get too close, slash at them with your sword.



After defeating the Octoroks, throw a bomb at the boulder in the middle of the room. It reveals a floor switch. Step on it to trigger the appearance of a treasure chest. It contains the **Dungeon Map**.



The door leading deeper into Jabu-Jabu is covered with a strange membrane. Look at the left wall. Is that a...cow's head? Shoot it with your slingshot to remove the membrane and move deeper into Jabu-Jabu.

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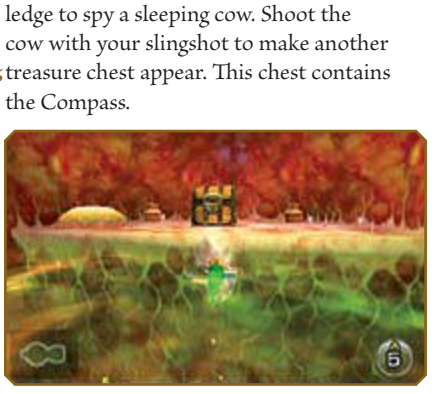


Inside this circular room you can engage the Biri (the jellyfish-like creatures), but instead ride the platform down to the lower level of the dungeon.

2 Compass



The door behind you is blocked by rushing water, preventing you from going any farther. So, look into the water below your ledge to spy a sleeping cow. Shoot the cow with your slingshot to make another treasure chest appear. This chest contains the Compass.

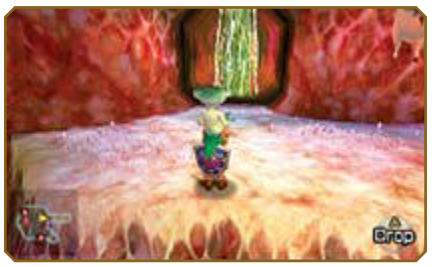


Dive into the water and swim along the trail of Rupees. The treasure chest is on a small platform in the next tiny chamber. Climb out of the water to collect the **Compass** and then step on the nearby floor switch. This removes a membrane on a door back upstairs. Ride the elevator back up.

3 Princess Ruto



The next room is filled with Bari, holes in the floor, and an errant princess. Wait a moment—that's Princess Ruto. And she's a spoiled little girl! Ruto says she doesn't need your help and runs away, but instantly falls right down one of the holes in the floor. Follow her through the hole.



When you drop into the basement level of Jabu-Jabu and speak to Ruto, she finally relents. She will let you help. You just have to carry her around—that's her condition for deigning to accept your assistance. Well, you made a promise to King Zora, so you're just going to have to play along. Take Ruto through the nearby door.

CAUTION

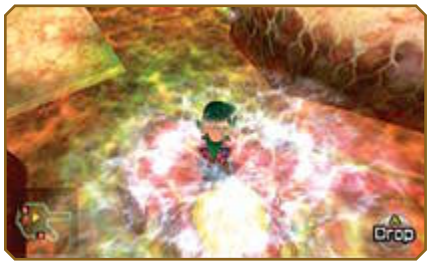
When you carry Princess Ruto around, you hold her over your head. You can set her down on a switch and she stays put. However, if you put her down anywhere else or she's injured by an enemy, she returns to this spot.

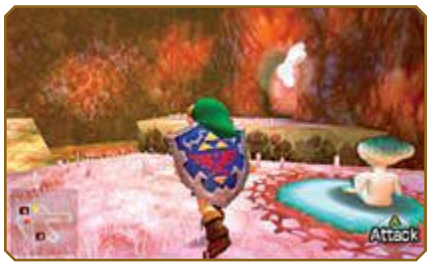
TIP

Many of the small chests in Jabu-Jabu contain Deku Nuts, which are great for getting rid of Shabooms or stunning stronger enemies. However, the small chest on the ledge near Ruto contains Bombchus, which will be useful very soon.

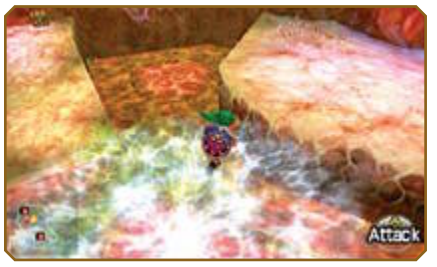
Basement

4 Water Puzzle



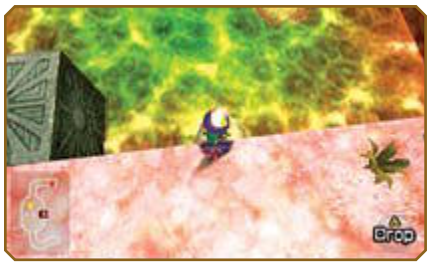


Now that you have Ruto, stand on the switch on the floor. A water spout pushes you up. Jump off the spout and walk over to the next switch on the nearby ledge. This switch requires pressure, so place Ruto on the switch, which in turn removes the membrane from the door across from you.

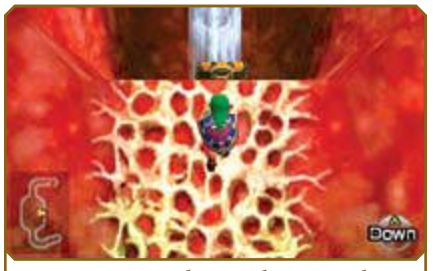


Now hop back down and step on the switch to trigger the water spout again. Ride it up and then go through the newly opened door. It's acceptable to leave Ruto behind right now.

5 Boomerang



After defeating the Lizalfos in the corridor leading here, take care of the remaining enemies. There's a Like Like in the water below, so drop bombs off the edge into its mouth. Two is enough to eliminate the pesky Like Like. When you eliminate all of the enemies, a treasure chest appears.



Next, step on the switch to raise the water level in this room. Swim over to the climbable membrane so you can open the chest and claim the **Boomerang**.

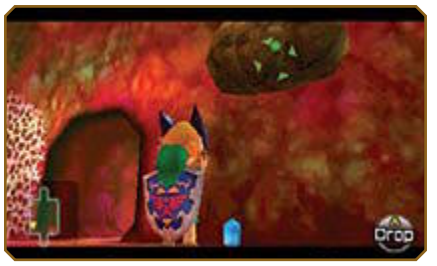
NOTE

Now you have the means of stunning those electrified jelly blocks in the floor above.

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6 Boulders on the Wall



Back here, ready a Bombchu and direct it up the wall into the boulders. When they explode, you see a cow's head. Shoot the head with your slingshot to disable a membrane on the northern door.



When you approach the northern door, though, an electrified block wriggles to life. Hit the block with your Boomerang to temporarily turn off the juice as well as shrink it. Now you can hop over the block and go through the door.

Tentacle Trouble

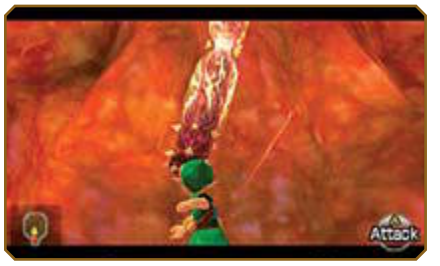
7 Fork in the Guts



When you press farther back into Jabu-Jabu, you reach a major fork in the road that splits off in five directions. Run down the middle path and fight off the Lizalfos that pop out of the floor. When they're down, bomb the boulders blocking the door in the back of the passage. This reveals a pressure switch.



Go back to the fork in the road and pick up one of the small wooden crates. Return to the switch and place the box on top of it. This removes the membrane on the door.



Inside this room, a huge tentacle drops down from the ceiling and starts lashing about. You must defeat this tentacle, but it's way too big for a sword or slingshot attack. L-Target the tentacle and then let fly with your Boomerang. It arcs through the air and strikes the tentacle. After three hits, the tentacle drops and is destroyed.

NOTE

The tentacle will retreat into the ceiling between hits. Step closer to the center of the room to coax it out of hiding.

8 Like Like Puzzle



Hit the cow's head on the wall to drop two Like Likes into this small chamber. Step back and hammer away at the Like Likes from a distance using your Boomerang or bombs. If you get too close, you risk getting swallowed up and potentially losing your shield.



After you defeat the Like Likes, a torch on the wall ignites. If you lack Deku Sticks, claim some from the nearby chest. Light a Deku Stick on the torch and then roast the cobwebs outside the next door.

9 Blue Tentacle



Use your Boomerang to eliminate the blue tentacle hanging from the ceiling in here. This removes the blue barrier down the hall. Enter that room and defeat all of the enemies. Now, step on the switch and ride the water spout up.



Look at the wall. See the boulder? Hold a bomb until it's just about ready to blow, and then throw it at the boulder. This reveals a Gold Skulltula. Use your Boomerang to claim the token.

10 Green Tentacle



Now it's time to eliminate the last of the tentacles down here. Boomerang the weak spot on the tentacle three times to destroy it, moving its green body from the room where you picked up Ruto. Drop back through the hole that leads to the spot you met Princess Ruto—she's waiting for you. Collect Ruto and ride the water spout up to enter the next area.

Bigocto's Surprise

11 The Zora's Sapphire!?

The hole leads down to a room with two Gold Skulltulas you can eliminate by any means, but only your Boomerang will retrieve the Gold Skulltula Tokens. There is only one way out of this room, so follow the hallway to the left to enter a round chamber.

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Princess Ruto sees the Zora's Sapphire on top of the platform in the center of the room. Throw her up to the Spiritual Stone. But as soon as she nabs it, she's lifted skyward—and you're left dealing with a nasty Bigocto.



The Bigocto chases you around the circular chamber. You cannot press your body against the central platform, because it's lined with spikes. You have to stand your ground to a degree and fight the Bigocto head-on. You just need to stun it with your Boomerang, giving you the opportunity to rush in and slash away with your sword.



There's an easy rhythm to this fight. Let Bigocto come at you. Hit him in the face with your Boomerang. This stuns him, but he's still facing toward you and his face is not his weak spot. However, when he shakes it off, he may turn around to move the other direction. Hit him again with another Boomerang strike. If he charges you, hit him with the Boomerang before he hits you. If he does hit you, strike him with your Boomerang once he turns around. When Bigocto collapses, the weak spot on his back side is exposed. Run up and strike it before he recovers from the stun. Now repeat until he's cooked.

TIP

If you use a Jump Attack, you deal more damage and can finish the battle faster.

TIP

Pick up the three Recovery Hearts Bigocto drops before hopping up on the platform to chase down Princess Ruto.

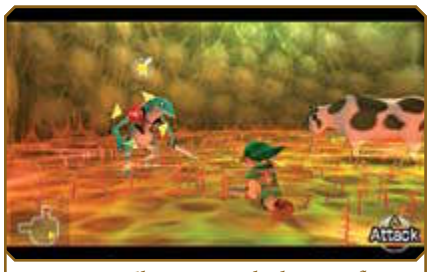
Making a Move on the Boss

12 Jiggles





Hitting the cow's head on the wall opens the next door. In here, you must stun the jiggling electric blocks with your Boomerang. Then, shoot the cow's head on the far wall to make two small boxes appear behind you. Carry one of the crates across the stunned blocks to a pressure switch. Place the box on the switch to enter the elevator room you originally used to drop down to the basement.



You can milk a cow on the bottom floor, but if you drop down, a Lizalfos attacks.



Now, cross the room and walk through the door that was once blocked by the body of the red tentacle.

13 Last Cow's Head





On the lower level of the room, defeat the shambling Like Likes. This makes it easier to move around without fear of losing your shield. Now, climb up the wall and look at the two cow's heads. The first head drops a chest that contains a Deku Shield if you lost it in one of the Like Likes. If not, it has Recovery Hearts.

TIP

See the Gold Skulltula in here? Boomerang around the barrier to hit it and use the Boomerang again to claim the token.



Next repeatedly shoot the cow's head on the right. When you hit it, the head slides up the wall. Keep firing at the rising cow's head until the door to the boss' lair opens.

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Boss: Barinade

Barinade is a parasitic jellyfish monster with huge tentacles and horrific shock attacks. Sounds intimidating to be sure, but you have the tools to bring this brute down to size.





First, make Barinade disconnect from the room's roof, where it appears it be drawing energy from its host. L-Target the tentacles and then slash through them with your Boomerang.



Between each strike, back off and avoid Barinade's electrical attacks. Fortunately, they don't extend too far out from the main body.

TIP

Several jars around the outer edge of the room contain Recovery Hearts.



When Barinade detaches from the ceiling, it drops down and releases some jellyfish that lazily float around the room. Touch them and you get a shock. Also shocking: Barinade releases an energy beam that circles its body. Stay back!

Use Deku Nuts to quickly clear the jellies.



Once the jellyfish are gone, you have a shot at Barinade's body with your Boomerang. Target Barinade and strike it with the Boomerang to stun it. Then you can rush in and deliver a few sword strikes.

After Barinade recovers, it goes on overdrive for a few seconds. It releases four jellyfish, each connected to the main body by an electric tether. Then Barinade goes on spin cycle.



Avoid the boss during this move as you just cannot get a hit in until he slows back down and releases the jellyfish into the room.



Barinade's last defense is to sink into the floor and fire electrical beams at you. Run away from Barinade to avoid the beams, but keep on eye on it so you know when it rises from the floor. As soon as you see the body, stun it with a Boomerang attack and then zoom in to slash away with your blade.



It takes several cycles to finally defeat Barinade, but when you do, the parasite pops and leaves behind both a Heart Container and the blue warp pad. Princess Ruto waits for you in the blue light. After collecting the Heart Container, catch up with Ruto...who seems to think you took your sweet time rescuing her.

Forest Temple

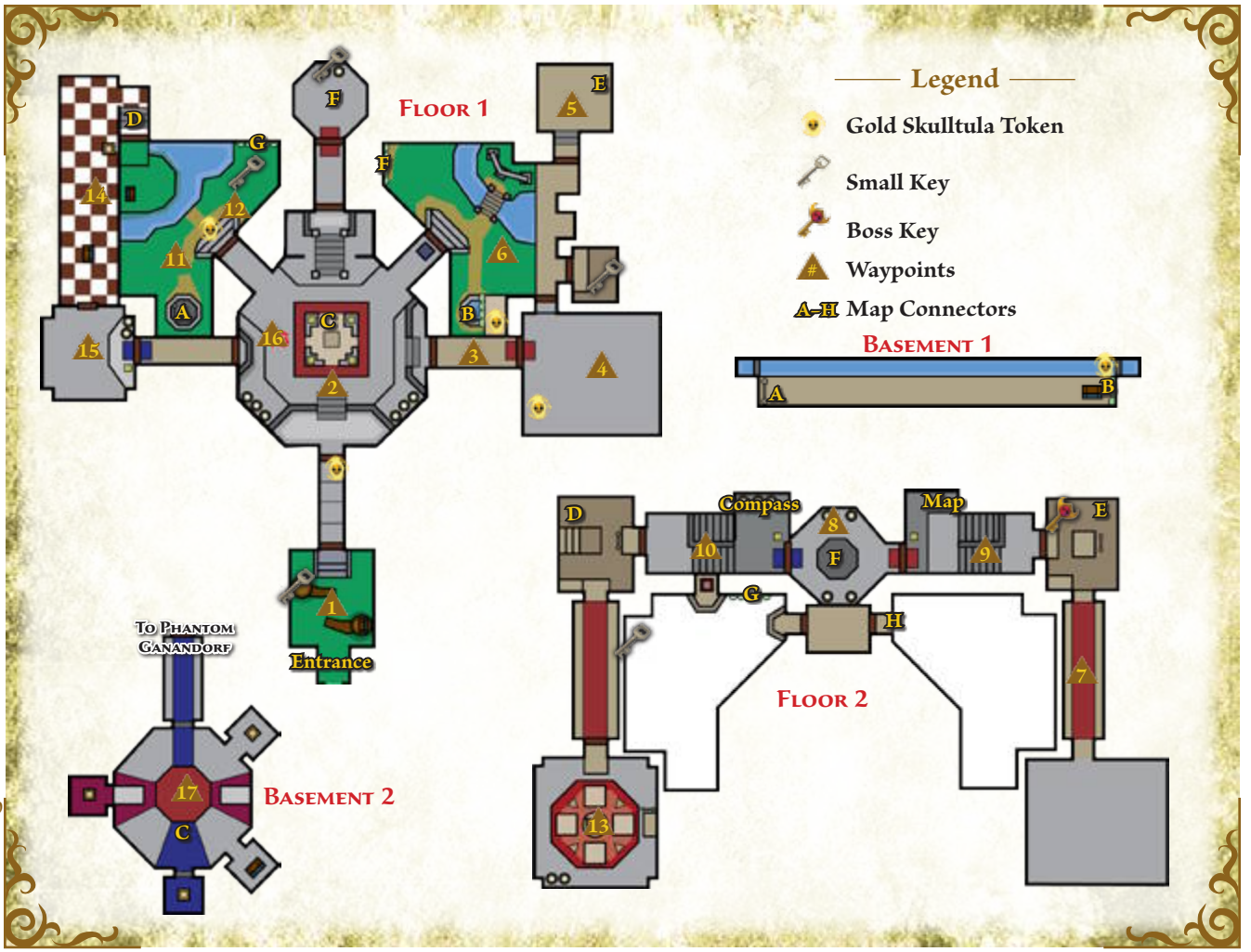
(see map on the following page)

Hearts: 10
Pieces of Heart: 19/36
Equipment/Items Found: Fairy Bow, Forest Medallion
Songs Learned: —

Nestled deep in the trees behind the Sacred Forest Meadow, this ancient temple pulses with a newly evil resident. Link needs to brave the monsters now taking root inside the temple to rescue the Forest Sage, who can lend additional power to Rauru in his efforts to turn back Ganondorf.

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First Floor

1 Entrance



Climb the vines with Skullwalltulas on the wall. Step out on a tree branch and then Hookshot the Big Skulltula hanging from the ceiling. Jump across to the tree on the opposite side of the room and step on the switch. This drops a chest that contains a **Small Key**. Now hop back down and enter the Forest Temple's main room.

TIP

Don't ignore the Gold Skulltula over the locked door!

CAUTION

Watch out for Big Skulltulas in the initial hallway.

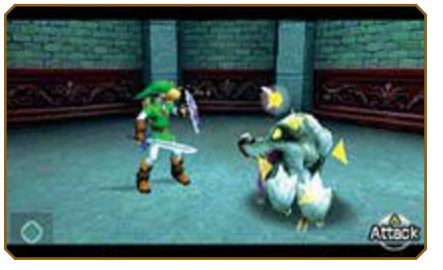
2 Main Room



Inside the main room, you witness a quartet of Poes spiriting away to different corners of the temple with the colorful fires of four torches. Returning those flames is the key to finding the boss of this temple.

After watching the scene, go through the door in the back of the room and play the Song of Time to remove a time block that stops you in your tracks.





Defeat two Wolfos that appear in this small chamber to make a treasure chest appear. Claim the **Small Key** from the chest and then return to the main chamber where you saw the four Poes.

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3 Stalfos Duel



A pair of marauding Stalfos block your route here. These are tough enemies, but like Wolfos, they will only attack one at a time if you engage one with L-Targeting. It's the best way to manage the pair because if you don't, you risk getting bounced between their hard jump attacks that can wipe out your health meter.

7 Block Party



Climb the ladder and follow the corridor until you reach a large room with arrows on the floor. These arrows indicate how to solve a block-pushing puzzle. There are two blocks—red and green. You need to slide them into position so you can climb out of the room and access the second floor of the Forest Temple.





Pull the first green block out of its resting place, following the arrows on the floor. Move around the block and then step to the left to push another block as far as it will go, also following the arrow on the floor. This block drops into a hole in the floor. Now that you've exposed a ladder near the first block, climb it.





Approach a red block—but this time, ignore the arrows. Pull the block as far back as you can. Now return to the first pair of green blocks. Climb the block you placed in the hole.





Up on the ledge, round the corner and push a red block down the corridor, following the arrows on the floor. The block finally falls into a hole, allowing you to climb up. Hit the crystal switch at the top to raise a pillar with a Hookshot panel.



Now climb the ladder around the revealed corner and keep moving forward until you find Blue Bubbles. Defeat the Bubbles to open the locked door and run down a carpeted hallway.

8 Boss Key



Drop off the ledge and roll to the ornate treasure chest. Be sure you claim the **Boss Key**, and watch for the shadow of a Wallmaster to appear around you. Roll away and defeat the Wallmaster so it doesn't grab you and fling you back to the entrance of the Forest Temple.



Drop through the hole in the floor next to the chest with the Boss Key. (Roll before you land to avoid damage.) Eliminate the Floormaster in here to unlock the door to the next room.

Collecting the Fairy Bow

9 Atrium



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You're now in one of the temple atriums. Collect the Recovery Hearts from the narrow arch to the right and then continue along the ledge. Enter the door and step into a small chamber. Eliminate the ReDead to a make chest appear. Open it to collect a **Small Key**. Now step back out to the atrium. Go through the colorful door and hit the crystal switch.

10 Twisted Hallway



171 Return to the room where you found the Bubbles (use the Hookshot panel you raised as a shortcut) and then step through the door that lead to the carpeted corridor. Now it's all twisted so when you step back to where you found the Boss Key, you're effectively walking on the wall. (Watch out for the Wallmaster—it's back!) Unlock the door and drop to the bottom of the stairs.

11 Fairy Bow



In this chamber, eliminate all of the Stalfos. L-Target them one at a time and stay away from the hole in the middle of the room. If you fall through, you have a lot of backtracking to do to return to the Stalfos. After destroying two Stalfos, a platform drops into the room, filling the hole. But it brings two more Stalfos with it. Defeat the Stalfos to make the treasure chest containing the **Fairy Bow** appear.

Poe Sisters

12 Joelle



Return to the eye switch and re-twist the hallway. Follow it back to the stairs where you heard the Poe laugh at you. That's Joelle, but now you have the means to make her stop giggling—the Fairy Bow.



The trick here is to shoot all three paintings along the stairs with the bow when Joelle appears within the frame. If you get too close to the frame, Joelle vanishes and appears in a different frame. Stand at the top of the stairs and target the middle painting when Joelle appears inside of it. Now drop to the middle landing so you can see the paintings both above and below. Shoot them when Joelle appears.



That's not the end of Joelle. Run to the bottom of the stairs. Joelle attacks you just like a Poe found out in Hyrule Field or the graveyard, so keep back to avoid getting tagged when she spins. L-Target her and shoot her with the bow (or Hookshot) whenever she appears. Don't try a sword strike, because if you get too close, you'll give her a chance to hit you with a spin attack.

When you defeat Joelle, the flame she stole appears in the main room. She drops some arrows, too, which will be useful for the next Poe sister. Now open the newly appeared chest to claim the **Dungeon Map**.

13 Beth





Beth is Joelle's blue counterpart. Defeat her the same way as you dealt with Joelle. Shoot her paintings with arrows when she appears within the frame and then battle her at the bottom of the stairs. She, too, relights a torch in the main room, drops arrows, and reveals a treasure chest. But this chest contains the **Compass**.

14 The Well





Now, return to the central chamber and use the Fairy Bow to blind an eye switch that leads to the northwest atrium. Step through the now unlocked door to enter the lower level of the atrium. Inside the atrium, dispatch the Deku Babas and then stand on the edge of the well. Peer inside to spot another eye switch. Hit that switch with an arrow to drain the well.

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Drop into the well and fetch the **Small Key** from the nearby treasure chest.

15 Time Block Puzzle





Hookshot up to the ledge above the well. Play the Song of Time to create a time block. Now you can bound across the time blocks. On the second time block, play the Song of Time again to move the previous block farther up. Bounce over to that block and leap to the vines.



Climb up the vines and collect the **Small Key** from the treasure chest.



Now that you have Small Keys, return to the stairs where you found Beth, the blue Poe. Climb to the top of the stairs and unlock the door. Jump over to the ledge with the ladder (it now looks sideways) and pull yourself up. Hop down to the red carpet.

16 Rotating Room





Bounce across the rotating platforms and pick up a small crate. Take it to the blue switch in the middle of the room. Place the crate on the switch. Now that you have fire, shoot an arrow through the torch to melt the icy eye switch. This twists the carpeted corridor again. Destroy the crate and then head back through the door.

17 Black-and-White



This room has a falling ceiling. Fortunately, the ceiling has holes in it so if you stand beneath them, you don't get squashed. However, you must watch out for Big Skulltulas hanging from the ceiling that will drop down and knock you back—typically right before the ceiling falls. Shoot the Skulltulas with arrows or the Hookshot to clear the holes before venturing across the room.



Carefully move down the room and step on the switch in the middle. This unlocks the door on the ledge.

NOTE

The switch on the left side of the room drops a treasure chest. It contains arrows.



Now, use the unlocked door and drop down to collect another **Small Key** from a treasure chest. Continue back around to the checkerboard room (you must use the time blocks again) and now unlock the door at the far end.

18 Amy



Amy, the third of the Poe sisters, lurks in this room, but she will not show herself until you solve a little puzzle. Push the blocks in the middle of the room together so the images on top of them form Amy's portrait. You only have 70 seconds to complete this task, but that's plenty of time.



When Amy appears, deal with her just like Joelle and Beth. After you defeat the Poe, her captured flame is restored in the main room. Now you can follow the newly opened door back to the main room.

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17 Meg





Meg is the last of the ghostly little women you must defeat to finish lighting all of the torches. To summon Meg, go to the center of the main room. Meg appears before you, ready for a good scrap. But she's a bit trickier than her sisters. She conjures up mirror images of herself to confuse you into attacking the wrong Poe, allowing her to strike you herself.

TIP

There's an easy way to tell which is the real Meg. When all of the Poes spin, Meg is the ghost that takes an extra turn.



Meg's flame returns to the torches, causing an elevator to appear in the middle of the main room. Step into the elevator to drop down into the last chamber before you challenge the boss of the Forest Temple.

18 Spin Cycle



The door to the boss room is blocked by bars. You must reveal three switches in small alcoves around the edges of this room to remove the bars. To start the puzzle, push against the blocks in the middle of the room to rotate the outer wall. Keep rotating the walls, stepping into the opened alcoves to activate switches that eventually unlock the route to the boss door. Use the Boss Key and take the fight to the master of the Forest Temple.

Boss: Phantom Ganondorf



Is it Ganondorf already? No, this is a spectral version of him that lives within a series of cursed paintings in the basement of the Forest Temple. You must deduce which of the Phantom Ganondorfs within the frames is the real one, and then target it with your Fairy Bow in the first part of this boss battle.



Watch the painting while you have an arrow drawn. Two Phantoms rush down the roads in two of the paintings. At the last moment, one of the Phantoms retreats into the painting while the other explodes across the room. Shoot the Phantom Ganondorf as it arcs across the room and dives into another painting.

TIP

As Phantom Ganondorf flies between paintings, it releases a shock attack. To avoid it, back into a corner of the room. It will never touch you back here.





If you puncture Phantom Ganondorf three times with your arrows, it will split from its spectral steed and attack on its own. Now, you must turn his attacks back on him. L-Target Phantom Ganondorf and wait for it to toss an energy ball at you. Swing your sword to bat it right back. Volley the attack back and forth until Phantom Ganondorf misses and is struck by its own attack.



When Phantom Ganondorf falls to the floor, rush to it. Hit it as many times as possible with the Master Sword before it gets back up and returns to serve up a new magical volley. After several exchanges, Phantom Ganondorf finally drops to the floor in defeat.



Failure is not tolerated by the real Ganondorf. The King of Evil vaporizes his phantom form, leaving behind only a Heart Container and a blue warp. Collect the Heart Container and then step into the light to meet the Forest Sage.

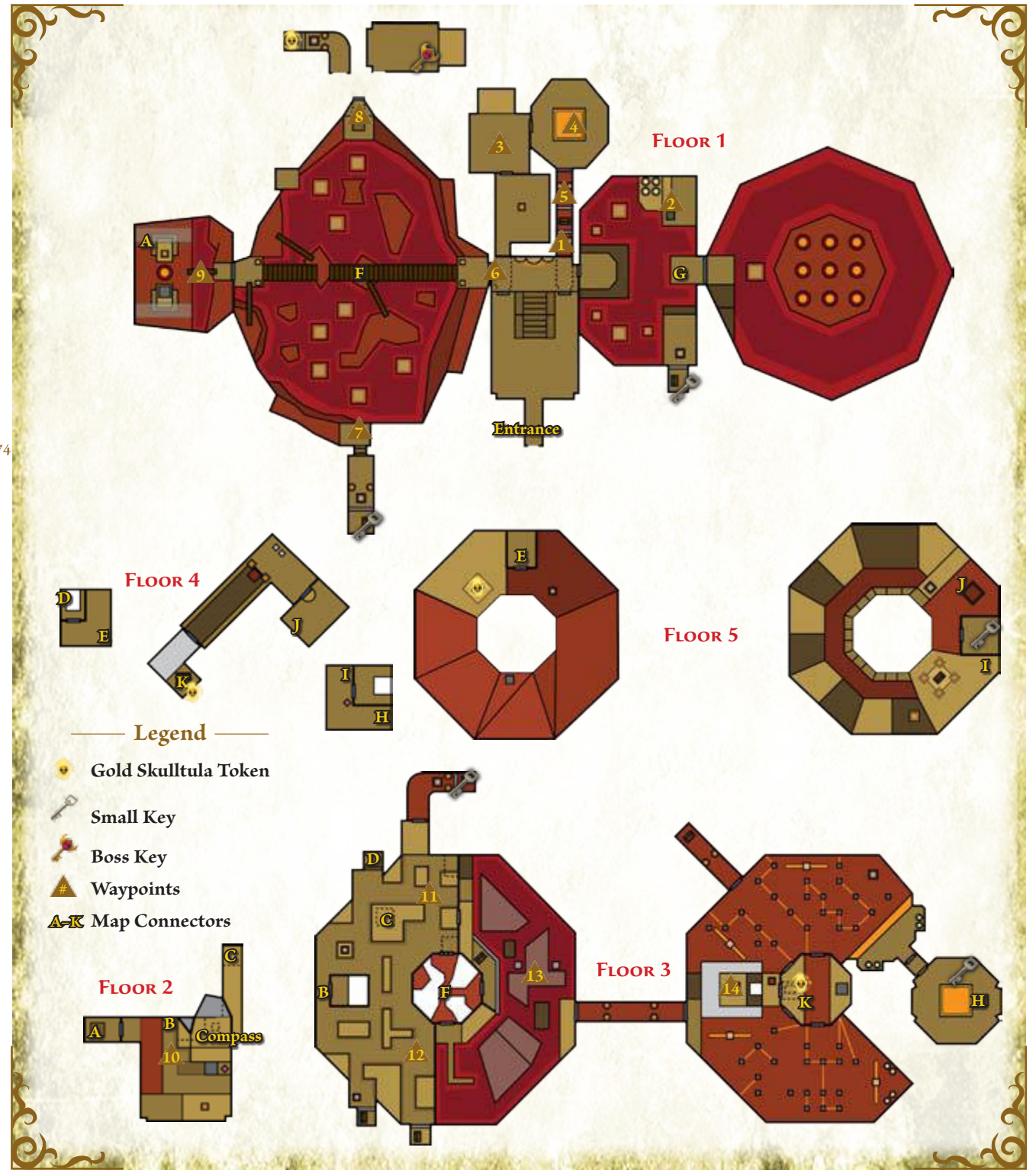
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Fire Temple

Hearts: 12
Pieces of Heart: 22/36
Equipment/Items Found: Megaton Hammer, Fire Medallion
Songs Learned: —

The diabolical Ganondorf is promising the Gorons as a sacrifice to the dragon Volvagia. Link needs to brave the depths of Death Mountain's molten core and find the heart of the Fire Temple so he can liberate the Gorons and discover the hiding place of the Fire Sage.



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Meeting Darunia

1 The Chief



When you first enter the Fire Temple, step into the small room to the right of the stairs. Defeat a Like Like in here to reveal a treasure chest containing Rupees. Now, return to the entrance room and stand between the two torches that flank the stairs. Splash Din's Fire on the ground to ignite the torches. This opens the door to the right.



Inside, you see Darunia. The Chief of the Gorons has already infiltrated the temple in an attempt to stop the dragon himself. Darunia says he is going to make a go without a legendary hammer that would help turn the tide. You should probably seek out that item yourself before attempting to open the door to the boss lair.

TIP

Fortunately, there are plenty of magic jars in this temple, but it never hurts to carry a green potion in case you get in a jam.

2 Torches



Climb the pillars in the corner of the lava-filled room to reach a ledge with several crates. Roll into the crates. The crate at the top obscures a torch. Once it's revealed, light this torch and the one directly below it with Din's Fire.





Next, fire an arrow through one of the torches to ignite another dormant torch across the room. This unlocks a small side room, which contains a chest with a **Small Key**. After capturing the key, return to the entrance of the Fire Temple and unlock the door to the left of the stairs.



The room by the stairs contains Stalfos and Keese.

3 Iron Knuckle



The Iron Knuckle remains seated until you disturb it. Wake the brute and then back away, taking it on with sword strikes while diving out of the way of its axe. The Iron Knuckle is a tremendous rival that takes some time to defeat, but if you have bombs, you can soften it up a little.

TIP

If you need a fairy, smash the jars in the opposite corner from the Iron Knuckle. Fill a bottle so you have a spare!

4 Megaton Hammer



The Flare Dancer is encased in fire and possesses two flame attacks: red and blue fire. The red fire is the easiest attack to deal with because it drops to the ground and creates a wide perimeter around the Flare Dancer. This makes it tough to get close, but at least the fire is stationary. The blue fires move around the room.





Defeating the Flare Dancer requires the Hookshot. L-Target the Flare Dancer and grab his body with the Hookshot. This pulls the monster to you, but in doing so, you separate it from the fire. All that drops next to you is a tiny little ember. Immediately slash away with your sword. After a few moments, the Flare Dancer jumps back into the fire in the middle of the room and re-emerges with a full, fiery body. Hookshot it again and repeat the process.

TIP

When the Flare Dancer appears green, the fight is almost over.

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After you defeat the Flare Dancer, the fires in the middle of the room go out. Jump up to the pedestal and open the treasure chest to claim the **Megaton Hammer**.

Goron Liberator

5 Free the Gorons



Liberating Gorons from their cages often pays out in Small Keys, although this initial Goron gives you the Dungeon Map. There is an imprisoned Goron in this chamber. Hammer the rusted switch with the Megaton Hammer to open the cage door. The Goron thanks you for your bravery. Just behind the Goron is a treasure chest containing the **Dungeon Map**. Now return to the entrance.

6 Entrance



Back at the entrance to the Fire Temple, smash the statue covering the door on the left with the Megaton Hammer. Now continue into another large lava-filled chamber, this time with a bridge that spans the room.

7 Caged Goron



Hookshot to the torch to the south of the bridge. When there, use Din's Fire to ignite the torch. This raises multiple Hookshot panels, which you need to cross the room and avoid fire. Now, bomb the wall behind the torch.



In this cramped area, use Din's Fire to light the torch and open the cage. The Goron happily hops out, leaving you a treasure chest. Open it to claim the **Small Key**.

8 Boss Key





Hookshot across to the north side of the bridge. Enter the bottom door to locate another caged Goron. Use the Megaton Hammer on the switch to free the Goron and claim the **Small Key** he leaves behind. (And the Gold Skulltula behind him!) Now Hookshot to the door above the Goron's cage. Use Din's Fire again to ignite the dormant torch and pass through the now-open door. Raise your shield to deflect the flying tiles and Hookshot over to the ornate treasure chest. It contains the **Boss Key**. Take it and return to the bridge.

9 Fenced In





Slide down the wooden board in here. Step around the inferno and claim the fence. At the top, wait for the fire geyser to die down, which lowers a block into the room. Jump out to the block and climb on it before the fire rages again and launches both you and the block up to the next floor.

Surviving the Maze

10 Lizalfos

Now, climb up the ledges until you reach another dormant torch. Ignite it with Din's Fire, which raises a Hookshot panel. Hookshot to the panel and then ascend to the top of the room. A Lizalfos waits for you at the top, so raise your sword and take it out. Now, work your way up the wall and enter a labyrinth.

11 Hookshot Switch



Follow the wall of the maze until you reach a panel that rings hollow when you hit it with your sword. This is a false wall. Bomb it to reveal a rusted switch.



Swing the Megaton Hammer down on the switch. This raises Hookshot panels on top of the maze. Hookshot up to the closest panel so you're no longer on the main floor.

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Bomb the cracked floor and then crawl down to discover a cage. Roll into the crates to find a rusted switch. Smash the switch with the Megaton Hammer to open the cage. The treasure chest inside the cage contains the **Compass**. Now climb back up.

12 Crystal Switch Puzzle



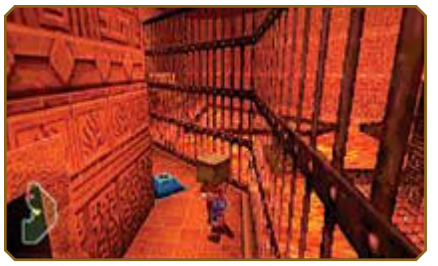


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Throw a bomb at the caged crystal switch. When it explodes, it triggers the switch, which in turn opens the cage. Now, inside the cage, pick up a small crate. Carry it south and look for a breakable wall. Bomb the wall to reveal a pressure switch. Place the crate on the switch and then enter the newly opened door to find another trapped Goron. Free him and then take the **Small Key** from the chest behind him. Use that on the locked door along the top of the maze room.

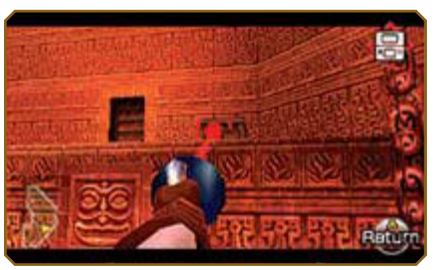
13 Grated Floors





In here, jump down to the metal grating over the lava floor. When you spot the blue switch behind the bars, grab one of the small crates. Round the bars and drop down to the switch. Place the small crate on the switch. The torches in the room burst into flame. Now Hookshot back up to the ledge above you, using the larger crate.

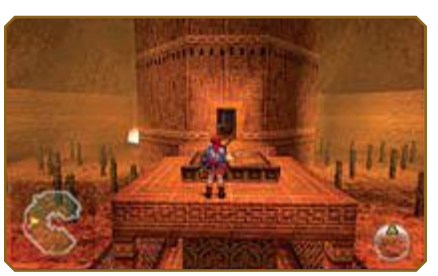




Return to the middle of the grating and look up. See the unlit torch high on the wall? Shoot an arrow through the lit torch on the grating and ignite that dormant torch. This removes the bars from the door. Hookshot up to the door via the crates.

To the Boss

14 Face in the Floor



Jump across the blocks to reach the platform with the face tile. Hit the tile with the Megaton Hammer to drive it through the floor and bring you crashing back down to the original lava-filled room. Now use the Boss Key to unlock Volvagia's lair.

NOTE

Collecting Gold Skulltulas? Then explore the chamber with the invisible fire wall before smashing the face tile. For more on Gold Skulltulas in the Master Quest, see our list of token locations at the end of the walk-through.

Boss: Volvagia



When you jump out to the hexagonal platform in the boss lair, you come face to face with Volvagia, the fiery dragon that Ganondorf unleashed. This terrifying beast was threatening to gobble up all of the Gorons before you freed them, but to make sure that Darunia's people remain safe, you must defeat this dragon here and now.



Volvagia dispenses a variety of attacks as it flies around the lava-filled lair. When the battle begins, watch for Volvagia to pop out of one of the holes in the floor of the platform. If you're quick, you can rush over and smack it in the head with the Megaton Hammer. This stuns Volvagia, causing it to drop to the ground. Hammer away until it wakes up again and retreats into the hole. However, if you miss this chance, Volvagia breathes fire. Keep back!



Volvagia also flies into the air and circles the platform, breathing fire. This attack is the most damaging of all, so steer clear by running to the opposite side of the lair.

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Volvagia will, from time to time, fly up to the ceiling and knock loose several large boulders. Use the shadows on the floor to avoid the falling rocks.



Look for Volvagia to whip its fiery mane around when it rises from the holes. During that moment of vanity, you have your chance to hit it with the Megaton Hammer and dish out a lot of damage.

CAUTION

However, there is a chance the dragon will duck right back down to fool you into running over to the wrong hole. Then the dragon will pop up behind you and breathe fire.

It takes several hits with the Megaton Hammer to defeat Volvagia, but if you just watch for that mane whip and make it to the hole in time to prevent it from breathing fire, you can wrap up this battle with minimal damage to yourself.

As always, after defeating the boss, collect the Heart Container before stepping into the blue warp that leads you out of the dungeon.

After Defeating Volvagia

Fire Medallion



The destruction of Volvagia causes Death Mountain to blow its top, but the explosion is actually the release of the evil energy that plagued the peak. Now the skies above Hyrule return to brilliant blue during the day.



Meanwhile, you are taken to the Chamber of the Sages in the Sacred Realm. There, you discover that Darunia is the Fire Sage. Impressed with your display of bravery, Darunia gives you the **Fire Medallion** and accepts his fate in the Sacred Realm.

Ice Cavern

(see map on the following page)

Behind Zora's Fountain is the Ice Cavern, a frozen series of tunnels inhabited by chilly monsters. Here, Link must discover a special blue flame that can be used to melt magical red ice. Only with a bottle of blue flame will King Zora be freed from his frozen prison and able to help Link in his quest for the Water Temple.

Hearts: 13
Pieces of Heart: 22/36
Equipment/Items Found: Iron Boots, Piece of Heart
Songs Learned: Serenade of Water

Into the Ice Cavern

1 Boulders



As you enter the Ice Cavern, watch out for thundering boulders that roll down the entrance tunnel. Stay to the right side of the tunnel and step away from the boulders as they roll through the cavern.

2 Freezards and Tektites



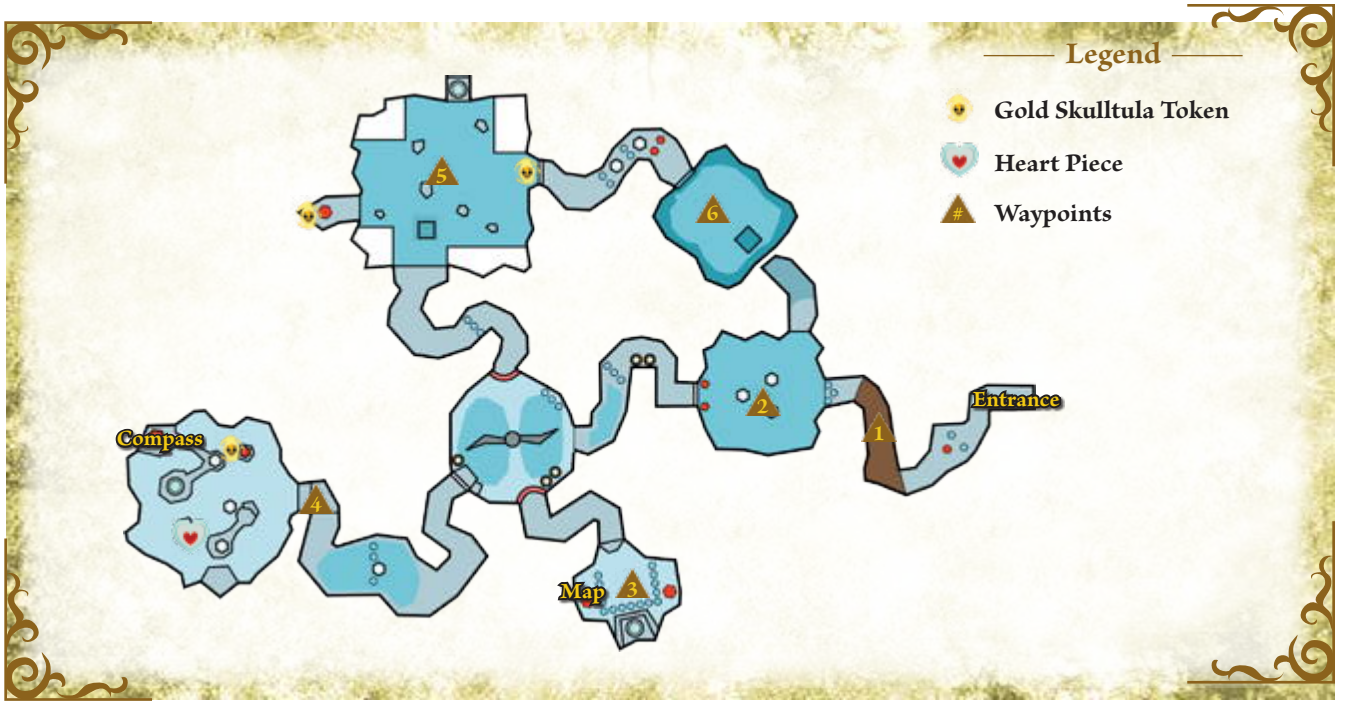
As you enter this initial chamber, watch out for Tektites and a lone Freezard. These breathy monsters attempt to encase you in ice, so stay back when you see them exhale. After eliminating all of the enemies, strike the crystal switch on the ledge to open the next door.



In the next room, cut down the White Wolfos that attempt to corner you. Then, turn your blade on the Freezards. After clearing the room, shatter the stalagmites that block your path and follow the tunnel.

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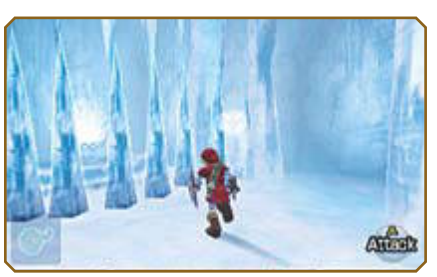


3 Blue Fire & Red Ice





As you enter this room, look out for more White Wolfos. Concentrate on the Wolfos first and once they are done, eliminate the Skulltula on the wall next to a crystal switch. The crystal switch makes a treasure chest appear in red ice. You need to collect blue fire now to melt the red ice.





Chop through the ice around the cauldron of blue fire. Capture a dose of blue fire in a bottle and then use it to melt the red ice around the treasure chest. The treasure chest contains the **Dungeon Map**. Now, grab another bottle of blue flame and backtrack to the previous ice chamber.

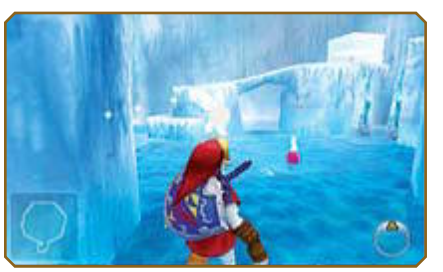
4 Piece of Heart & Compass



Climb the ledges and melt the red ice with the blue fire. Follow the tunnel to the next room, stepping aside whenever a boulder rumbles through the cavern.



In the next room, prioritize the Freezards. Not only are there Freezards sliding around the ground floor, but you also need to defeat the Freezard atop a column in the center of the room. You need to open up that column to cross the upper part of the room.



Next, you need to trigger a crystal switch under the icy floor. Step out to the middle and look down. When you spot the switch, place a bomb and back up. The explosion triggers the switch, which removes a block of ice from the Piece of Heart on the nearby pillar. Now go grab that **Piece of Heart**.

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Use the blue fire cauldron along the upper path and refill your bottles if necessary. You can use the blue fire to melt the red ice encasing the Gold Skulltula (play the Song of Time twice to reveal time blocks that lead to the Skulltula) and then walk to the Freezard guarding a treasure chest. Defeat the Freezard to claim the **Compass** from the chest.

6 Slippery



Drop to the main floor. Thanks to the ice, it's incredibly slick. This complicates your battle with two White Wolfos, which seem to have no trouble moving across the floor.

TIP

Need more blue fire? Play the Song of Time beneath the blue fire cauldron to create a time block. Then, just climb up to refill your bottle.



Next, hit the crystal switch back at the entrance to this room to create a block beneath the small wall of red ice. Now climb up and melt the red ice to keep moving.

7 Iron Boots



As soon as you enter, a Stalfos springs into action. L-Target the beast and use your shield to deflect incoming strikes. When you see it back off, counterattack.



After the battle, a treasure chest appears in the room. Open it to claim the **Iron Boots**. You now have the means to enter the Water Temple. Before leaving the Ice Cavern, make sure you have one bottle filled with blue fire, because you need it to liberate King Zora.

TIP

If you want to open the Zora Shop at the bottom of Zora's Domain, you need a second dose of blue fire.



Sheik also pays you a visit after you claim the Iron Boots. Sheik teaches you another new song: **Serenade of Water**. This melody instantly warps you to Lake Hylia, the entrance to the Water Temple. Because there are other things to do at Lake Hylia, such as play the fishing minigame, this song is useful.

Serenade of Water
L, R, Y, Y, X

Water Temple

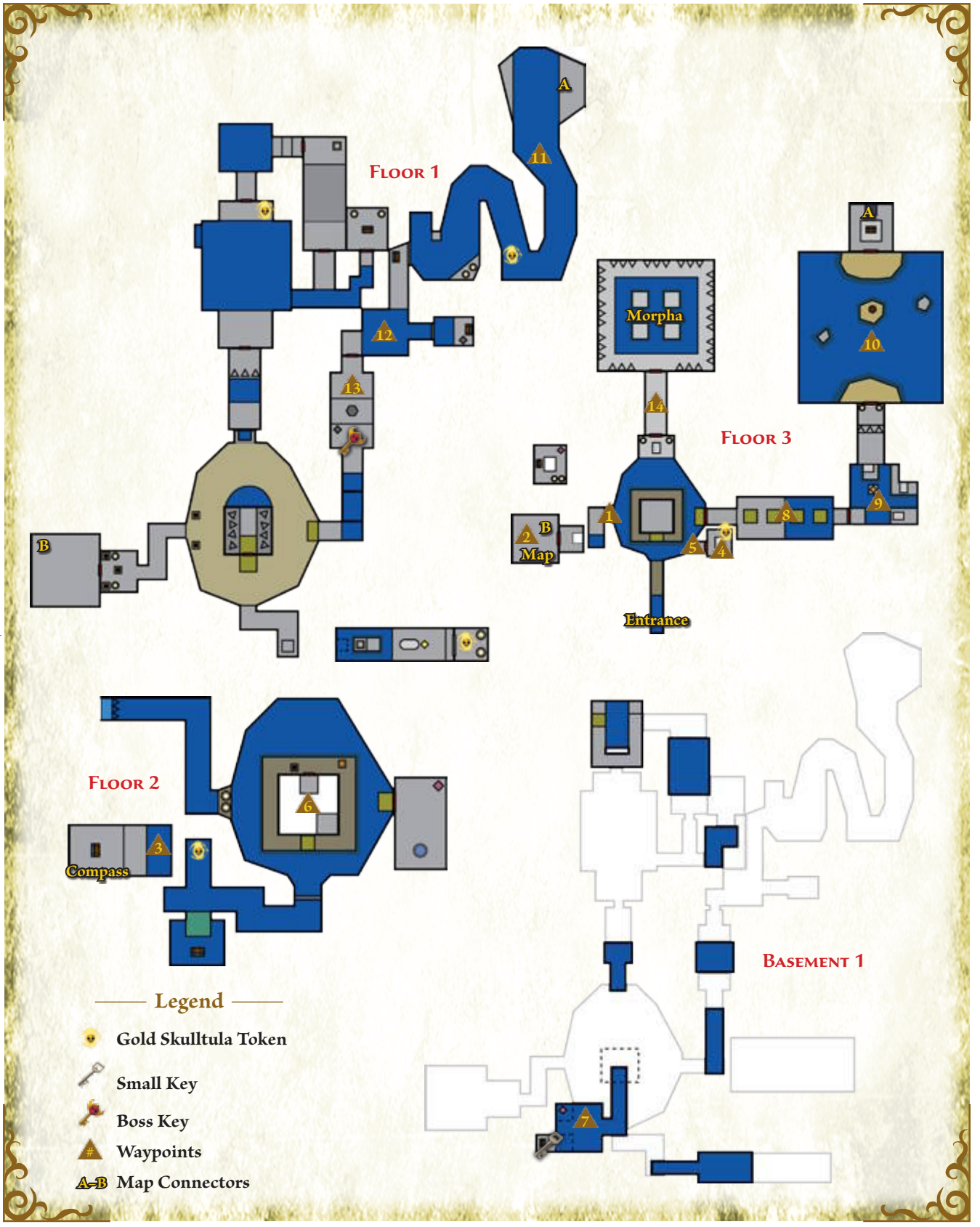
(see map on the following page)

Hearts: 14
Pieces of Heart: 27/36
Equipment/Items Found: Longshot, Water Medallion
Songs Learned: —

Sunk below Lake Hylia, the Water Temple is a crafty labyrinth of corridors where access is controlled by raising and lowering the water level. Thankfully, Iron Boots and the tunic gifted from King Zora allow Link to explore the temple whenever it is submerged.

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Critical Collecting

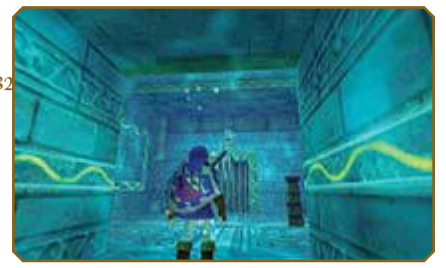
1 Sinking Slowly



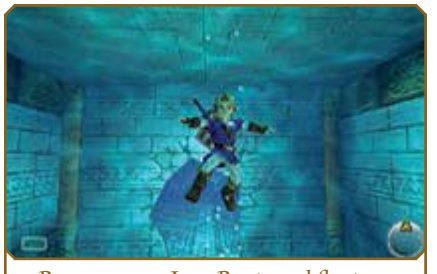
With your Iron Boots on, step into the water and sink to the bottom of the temple. When you hit the sand, you're at the lowest point in the Water Temple. Now, enter the open door lined with bright yellow lines. Follow it to meet Princess Ruto.

TIP

Assign the Iron Boots to one of the item buttons now. You need to take them off and on for the entirety of this dungeon and having a quick way to swap them out will make playing much easier.



A lot has changed in seven years, including Ruto. She's all grown up and greets you with a smile. After all, how else would she greet the man she plans to marry? Ruto says she needs your help to defeat the horrible monster in the Water Temple.



Remove your Iron Boots and float up, following the yellow lines.

2 Dungeon Map



There are several occasions when you need to raise and lower the water level in the temple. This is one of them. Look at the wall. Next to the Triforce symbol is a water meter. This shows you the level the water moves to when you play Zelda's Lullaby. Here, the water drops all the way to the bottom of the temple.

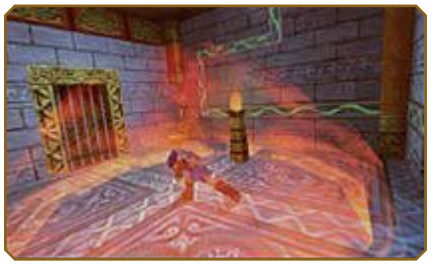


Now, use Din's Fire to ignite the torches in the corners of the room, thus unlocking the door.



In the next room, slash down the trio of Stalfos. L-Target the Stalfos so you can take them on one at a time, because the remaining brutes tend to back off when one is targeted. After all of the Stalfos are down, look at Navi. She's dancing around the silver panel against the back wall. Hit that with your Hookshot to make a treasure chest appear. The **Dungeon Map** is inside.

3 Compass





Drop to the bottom of the chamber—the very bottom—and use Din's Fire or fire an arrow through the lit torch to ignite the darkened torches against the wall. In the next room, battle back a Lizalfos and hack the spikes. (Recall: Hit them to retract the spikes, then slash the core.) Now a chest appears. Open it to claim the **Compass**.

4 Longshot





Climb atop the Hookshot pillars and look up. Zip up the temple via the Hookshot panels. Stop when you see a broken wall with a large hole. Step through the hole and strike the silver plate on the wall with your Hookshot. A treasure chest appears in the middle of the room. It contains the **Longshot**, which has twice the range of the Hookshot. Now return to the middle room.

Water Adjustments

5 Rising Tides



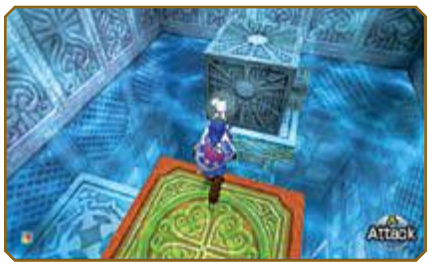
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Look up. There are Hookshot panels on the central tower. You need to "climb" the tower and zero in on another water adjustment panel. It's located in a narrow nook in the corner. Play Zelda's Lullaby to raise the water back to the top of the temple, submerging most of the architecture.

6 Time Block





Sink to the second floor of the tower and enter through the door flanked by red wavy lines. Remove your Iron Boots and rise to the surface so you can climb up on the small red platform. Now, play the Song of Time to make a time block appear. Stand on the time block and use Din's Fire to light the torches against the walls. This opens a door at the bottom of the tower.

7 Crystal Switches





Sink through the newly opened door in the floor of the tower. In the room with the crates, roll into them to reveal a crystal switch. Now walk to the back of the room and climb on the yellow blocks. Your weight pushes them down. This reveals another crystal switch. Strike it to open a panel.



Float up through the now-open panel. In the small room, hit the silver panel with your Longshot. A treasure chest containing a **Small Key** appears. A magic jar also pops out of the panel, which helps replenish magic spent by casting Din's Fire so often.

1 Waterfall Room



Swim back outside the tower and use a key to unlock the door beneath the Hookshot panel. This leads to a long chamber with a waterfall. Tag the crystal switch above you and then step down on the red platform that slowly moves up and down.





This is one of the toughest bits of platforming in the Water Temple. You have to Longshot across to the waterfall and move from panel to panel without losing your grip and sliding into the abyss. Use Navi as a guide. First, Longshot to the upper-right panel. Slide into the Hookshot panel beneath it. Hit one the silver panels on the wall to raise a new Hookshot panel in front of the door. Longshot up to it and leave the room.

9 Stalfos





Drop to the floor in here and take on the trio of Stalfos that pop out of the water. After you eliminate them, the locked door in the corner opens. Use the Longshot to reach the ledge and then follow the dragon panels to access the highest ledge in the room. Now go through the ornate door.

TIP

The jars on the ledges (access via the Hookshot panels on the dragons) contain goodies, including fairies. Bottle one up before you move on to the next challenge.

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10 Dark Link



The water in this room is as smooth as glass. You can even walk across it. Something definitely isn't right about this chamber—or at least it isn't real. Walk across the water to the small door. Nothing happens when you touch it, so turn around and try to go back the way you came. When you close in on the tree in the middle of the water, you see a familiar outline. It's you—but it's you as Dark Link, a negative reflection of yourself.

TIP

If you picked up Biggoron's Sword, switch back to the Master Sword. You need a shield for this fight if you are low on health. If you're feeling brave, though, keep Biggoron's Sword out because it does extra damage. You just cannot block incoming blows.



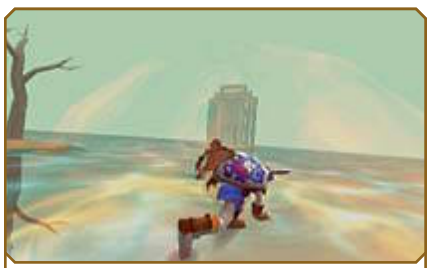
When you battle Dark Link, you need to watch for breaks in his attacks. That's not easy because when you L-Target him and engage, he initially mirrors your own moves. So, the first segment of this battle is about survival. Use your shield to block any incoming attacks.

TIP

After some time, Dark Link begins breaking the imitation pattern. When he attacks, that's when you go in for a strike.



Now, if you have plenty of hearts, you can attempt to fight Dark Link without L-Targeting. It's much easier to score hits because Dark Link doesn't necessarily mimic you, but you are exposed. If you choose to go without a shield and have Biggoron's Sword, then try to keep a little distance between you and Dark Link. When you see an opening, lunge forward and stab him.



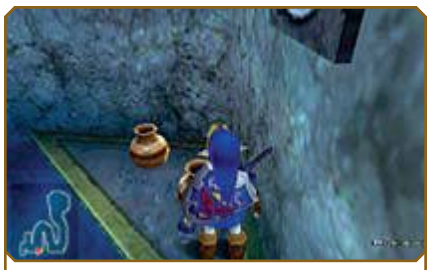
Dark Link cannot block Din's Fire. It doesn't do a lot of damage, but it always hits him.

Questing for the Boss Key

11 Riverdance



You must swim down a snaking river. However, there are several whirlpools in the river that "grab" you and pull you down. If you are sucked into the vortex, you are dropped back at the beginning of the river. Fortunately, there are several Hookshot pillars sticking out of the river for you to Longshot to.



Collect a fairy from these jars to heal up wounds from Dark Link.

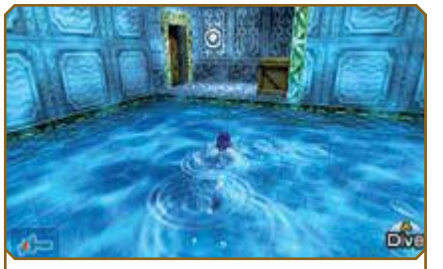
12 Dragon





Now drop into the chamber with the dragon sculpture circling the water. Float into the alcove and swim until you see light above. Remove the Iron Boots and float up to a small room. Use Din's Fire to ignite the torches in the corner of this room. This unlocks another door above the water with the large dragon sculpture.

If you need magic, hit the silver plate with your Longshot to release a magic jar.



Return to the dragon sculpture and leave through the door you just opened.

13 Boss Key



Hit the crystal switch to activate a water spout. Jump out to the spout and throw down some Din's Fire to ignite the torches just beyond the grating.

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This opens the grate. Longshot to the ledge and pull yourself inside to collect the Boss Key from the ornate chest.

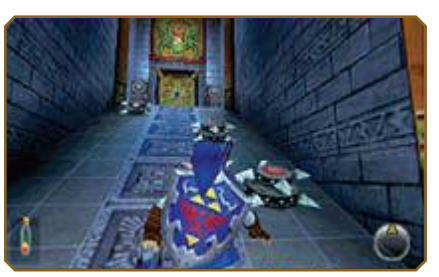
To return to the main room of the Water



Temple, either backtrack and drop into the water with Iron Boots and sink down to the bottom. The nearby switch opens a door leading to the main room.



Float to the top of the temple and Longshot to the dragon statue with the Hookshot panel. Now enter the next room. Turn around and hit the silver plate to release a fairy.



The spike traps are sliding way too fast to run by them. Avoid them down by shooting the hard-to-see crystal switch in the golden panel atop the boss door. This reveals Hookshot panels. Longshot up the incline and then pass through the boss door to challenge Morpha.

Boss: Morpha



Morpha doesn't appear until you walk out to the middle of its lair. Hop out to the central block and then wait for the first appearance of Morpha. This boss is actually just a small sphere, but it has the power to control water; Morpha wraps itself in a large water tentacle that lashes around. If the tentacle grabs you, it constricts you and does heavy damage.





Defeating Morpha isn't complicated. Stand on the ledge that surrounds the pool and L-Target Morpha. This zeroes in on the sphere inside the tentacle. Now, use the Longshot to grab the sphere and pull it onto land. When Morpha flops up onto the ledge, hammer away with your sword.

CAUTION

Watch out for the spikes along the outer wall. You can back into the spikes, so stick to the corners of the room.



The longer the battle goes, the more tentacles Morpha uses. Only one of the tentacles contains Morpha's core, though. At this point, jumping out to the middle platforms is useful so you can easily look around and spot which of the tentacles contain the sphere.

A Waypoints
A,B Map Connectors



If you use a bigger weapon like Biggoron's Sword, this battle ends faster. Morpha finally falls to your blade and the watery tentacles vanish. Left behind: a Heart Container and a warp out of Morpha's lair.





When you appear in the Chamber of Sages, Princess Ruto stands before you. It turns out that Ruto is the Water Sage. She gives you the **Water Medallion**. You are then returned to Lake Hylia, which has refilled with water.

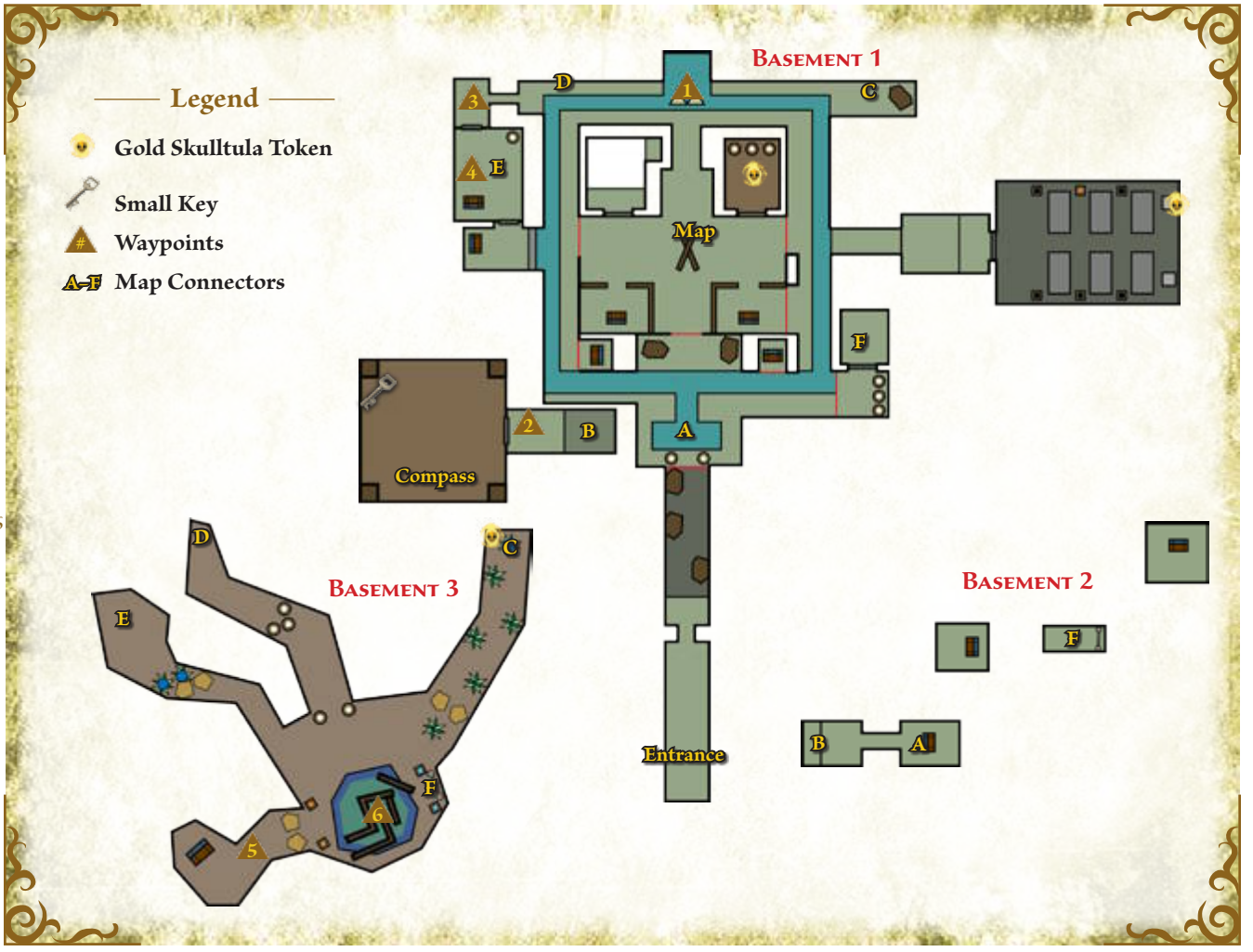
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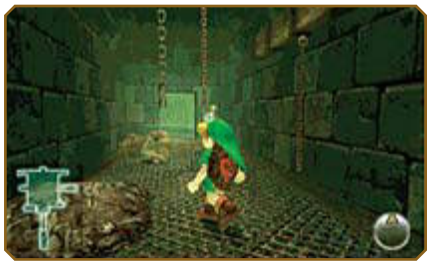
Bottom of the Well

Hearts: 17
Pieces of Heart: 32/36
Equipment/Items Found: Lens of Truth
Songs Learned: —

After draining the water from the Kakariko Well with the Song of Storms, Link drops into the darkness in pursuit of the Lens of Truth. This clever item will allow him to see false floors, invisible doors, and cloaked enemies. Without it, surviving the Shadow Temple is impossible!



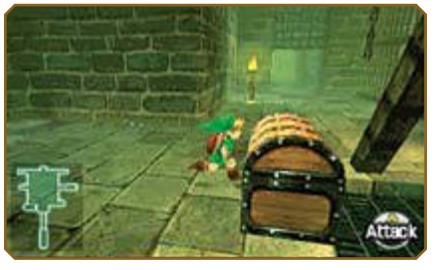
1 Lullaby



When you enter the well, you need to dispatch a ReDead. After doing so, step into a corridor that surrounds the main room of the dungeon.



Circle the main room, looking out for a Triforce symbol. That means just one thing: play Zelda's Lullaby. This opens the gate behind you. Next, slingshot the crystal switch in the hand of the sculpture on the wall. This turns off the water.



Step through the gate and open the nearby treasure chest to claim the **Dungeon Map**.

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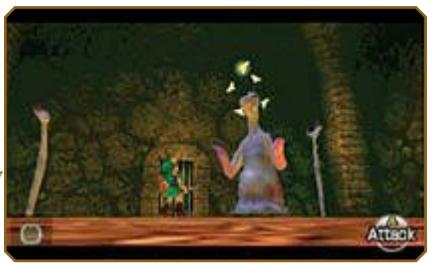
CAUTION

Watch for the shadow of a Wallmaster! Don't let it get the drop on you and kick you back to the start of the Well.

2 Dead Hand



Return to the beginning of the water path around the main room and hop down into the now-empty pit. Crawl through the small hole in the wall and then climb back up the grating. There's a Dead Hand in the next room.



Its multiple, icky hands poking out of the floor are from the Dead Hand, a grim monster that appears when one of the hands nabs you. As soon as the Dead Hand tries to gnaw on you, hit it with your sword. When the Dead Hand is, well, dead-er, a treasure chest appears. Remove the **Compass** from the chest.



Next, bomb the refuse in the corner of the room. This reveals a **Small Key**.

3 Carving



Now return to the Triforce symbol and look to the left. Crawl through the tiny hole. You pop up next to bars and a carving. Shoot the monster on the carving right between the eyes. This raises the bars to the left.

4 Masters

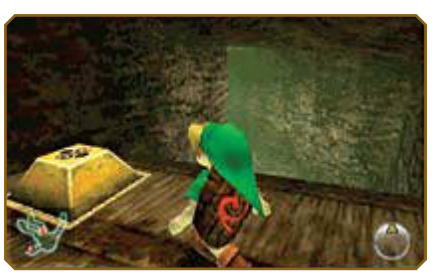


Wallmasters and Floormasters amass in this chamber. You can stand and fight, but if you want to blaze through the Well, just unlock the door in the corner of the room and keep moving.



In the next small room, place a bomb on the pile of garbage. This reveals a switch. Step on it to open a hole by the treasure chest that contained the Dungeon Map. Use that hole to fall into the basement.

5 Lens of Truth



When you fall on the wooden ledge, step on the switch. This conjures up a treasure chest. Now hop down and run for the treasure chest.



There are ReDead between here and there, but feel free to avoid them instead of engaging. When you reach the treasure chest, open it to claim the Lens of Truth. Now you can see what would normally be unseen.

6 Poison Pit



Use the boards to cross the poison pit and then climb up the ladder to return to the first floor of the Well. At this point, you can leave the Well—you have what you came for.



However, feel free to linger and use the Lens of Truth to uncover collectible goodies, such as the Gold Skulltula Token in the room with coffins. Just make sure you grab Small Keys from the chambers just off the central room.

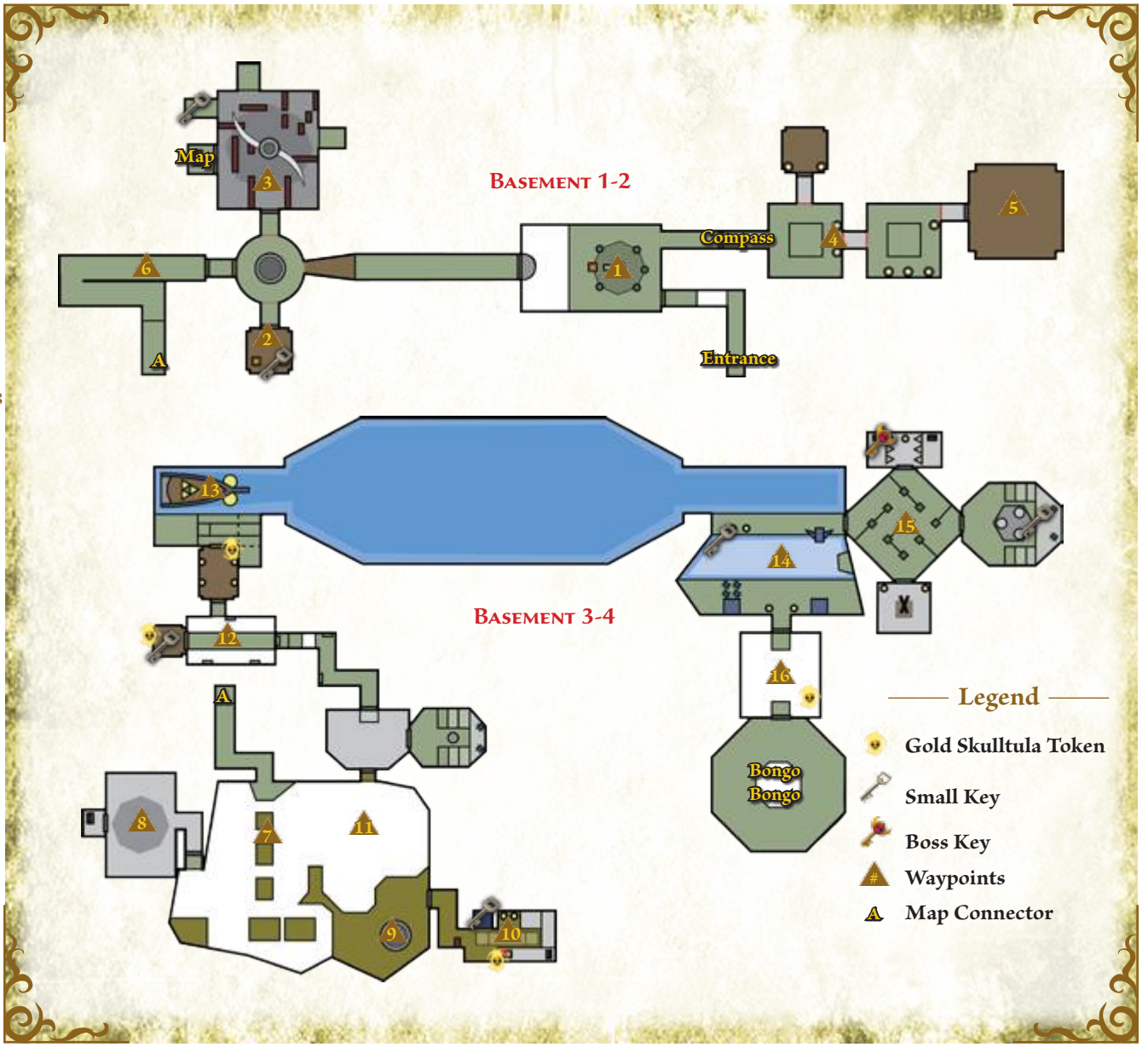
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The Shadow Temple

Hearts: 17
Pieces of Heart: 33/36
Equipment/Items Found: Hover Boots, Shadow Medallion
Songs Learned: —

The graveyard behind Kakariko Village holds many secrets, but none more grim than the Shadow Temple. The murky depths of these ruins are a place of anger, evil, and sadness. Fortunately, with his heart full of bravery and a virtuous mission on his mind, Link has the power to overcome this horrible place and emerge victorious.



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Getting the Hover Boots

1 Your Lying Eyes



Upon entering the Shadow Temple, you must Longshot across a wide crevasse. Then, stand next to the gear in the center of this room. Use the Lens of Truth and look at the pillars circling the gears. One of the pillars has a skull on top of it only visible via the Lens of Truth. Now push the gear so it points to the skull. This unlocks the door across a wide gap in the floor.



Light the torches on each side of the newly opened door with Fire Arrows. This creates a small blue platform.





Use the blue platform to jump out to the door. You grab the "tongue" extending from the bottom of the door. Follow the corridor to the Beamos. Bomb it and then use the Lens of Truth to see through the wall to your left. Walk through the false wall.

2 Gibdos



Defeat the Gibdos mummies in this room. When both monsters are down, a treasure chest containing a **Small Key** appears. Collect the key and enter the next room.

3 Reaper Blades & Dungeon Map



There are two death-head statues in here with spinning scythe blades. The blades do significant damage if you're clipped, but they do move at a measured pace.



To escape this room, you must collect five silver Rupees. Grab the two in the middle of the room, ducking under the blades if necessary. Longshot to the third silver Rupee in the corner. The last two silver Rupees are in the small alcoves. When you have all five, you can step into the corner of the room containing a treasure chest. The **Dungeon Map** is in the chest.



Use the Lens of Truth in the small alcove above the room. Slip into the hole you can now see. Keep using the Lens of Truth to identify a treasure chest. Open the chest to retrieve a **Small Key**. Now climb upstairs and eliminate all of the enemies to open the door back to the Beamos.

4 False Walls





Return to the room with the gear statue. Use the Lens of Truth to spot the breakable wall. Bomb it and then use the Small Key to unlock the door. Keep using the Lens of Truth to navigate through the rooms, passing through the false walls.



Enter a room with a host of ReDeads. When you defeat all of the ReDeads (use the Sun's Song to stun them), a treasure chest appears. It contains the **Compass**. Now leave and use the Song of Time to remove the time block that prevents you from pushing onward.

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CAUTION

Watch out for the fire-shooting eye switches in the next room.



Shoot the middle eye switch against the wall. This removes a block to the north.

5 Hover Boots



There's another Dead Hand in this chamber, but with the Lens of Truth, you have the upper hand. Use the Lens of Truth to see exactly where the Dead Hand is hiding. Let a different hand grab you so you have enough time to wriggle away before the Dead Hand is upon you.



Once the Dead Hand is down, a treasure chest appears. Take the **Hover Boots** and return to the room with the Beamos. Bomb the Beamos and then the wall to reveal a locked door. Go through here.

To the Lower Basement

6 Snaking Hallway





Run down the snaking hallway, bombing the Beamos as you encounter them. Carefully slip around the spike traps until you reach the bottom of the hallway. Now hop down and run beneath the guillotines.

7 More Guillotines



Bound across the platforms in the middle of the void, avoiding the guillotine blades as they slam to the ground. At the end of the third platform, stop and look to the ledge with the two Beamos. Use an arrow to detonate the Bomb Flower between them.



Now, use the Lens of Truth to reveal a series of platforms to your right. As you jump to the first, look down. Ready a Fire Arrow and melt the iced-over eye switch. This generates some platforms going the opposite direction from the Beamos ledge.

8 Silver Rupees



When you enter this room, prioritize the Like Like that's shambling about. You want to keep your shields and tunics, right? Then, you must collect five silver Rupees in this room. There are more than five, though. Not all of them are real. The real silver Rupees chime when you pick them up.



The fifth silver Rupee is hanging in the air in the corner. Walk to it and then play the Song of Time on your ocarina. A time block appears. Climb up to claim the last silver Rupee. This opens another door in the room.

TIP

Play the Song of Time to generate a time block below the Recovery Hearts in the corner.

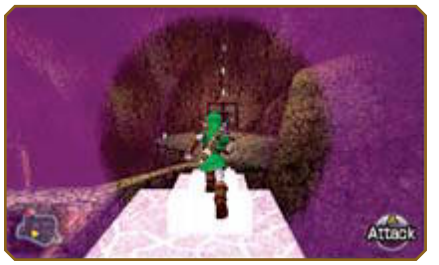


In this small room, use the Lens of Truth to see all of the treasure chests. Open them to collect Rupees and a **Small Key**. Now, return to the room with the guillotines and the Beamos ledge (with the Bomb Flower).

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9 More Silver Rupees



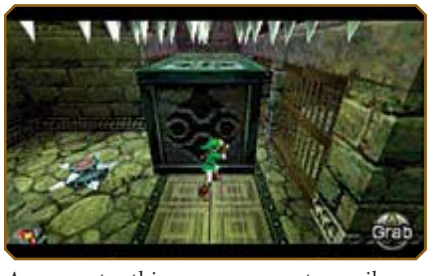
Carefully cross the icy platforms created by shooting the frozen eye switch. Jump off the last platform so you land near the path of the blade traps that circle a Beamos. Collect five silver Rupees here to make the door in the corner open. Three are easily grabbed around the Beamos, but the last two must be nabbed using the Longshot.



Next, slash at the bars to trigger the crystal switch on the other side.

10 Block Party





As you enter this room, you see two spike-covered panels fall from the ceiling. If you're caught under them, you lose a heart and are returned to the start of the room. Use the Lens of Truth. This reveals a pullable block in the nearby wall. Yank the block out and then push it beneath the spikes. The block is taller than you, so it blocks the spikes from impaling you.





In the middle of the two spikes, get behind the block and pull it the rest of the way to avoid the spikes. Now climb up the block and get on the nearby ledge. Step on the switch to drop a treasure chest. Cross the top of the falling spikes (it's safe to step on) to fetch a **Small Key** from a nearby treasure chest.

11 Narrow Passage



Upon returning to the Beamos and spike traps, carefully negotiate the narrow passage toward the center of the chamber—you're walking toward the guillotine and the small sign. Use the Hover Boots to cross the gap beyond the blade and then bolt for the door.



There is a host of silver Rupees in this small room. Use the Lens of Truth to see the "real" silver Rupees as well as rows of invisible spikes.



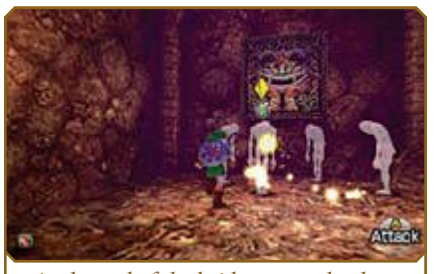
The Rupees above ground level are nabbed with the aid of the Longshot. Upon collecting the fifth silver Rupee, Longshot up to the newly revealed platforms and bound to the locked door.

12 Windy





In the next section, giant fans blow powerful gusts of air that can either knock you into traps or off ledges. Equip the Iron Boots. The weight of the boots counterbalances the wind so you don't get lifted off the ground.



At the end of the bridge, open the door and eliminate the ReDeads within the small chamber. This drops a chest with a **Small Key**.

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Now, return to the bridge and use the Lens of Truth to see a fake wall in the middle of the area. Equip the Hover Boots and run to the hole. The fan blows you toward the hole, so you'll easily reach the ledge.

Pay the Boatman

13 Charon?





A grim galleon is moored in the next room. Before boarding the vessel, grab the block and push it beneath the ladder. Now climb up and board the huge boat. See that Triforce symbol on the deck of the ship? Play Zelda's Lullaby while standing on it. This "wakes" the boatman. You begin a slow journey down the river, during which you're boarded by Stalfos. L-Target them one at a time and shred the Stalfos before the boat docks because once the boat stops moving, you have just a few seconds to jump down to the landing before it sinks.

14 Boat Landing



Now return to the landing where the boat dropped you. Look across the gap you cannot cross. There are Bomb Flowers growing near a statue. Perfect! Shoot the Bomb Flowers with an arrow and the resulting explosion topples the statue. Now you have a bridge across.



Use the Song of Time to grab some Recovery Hearts on top of the ledge that's high above you. By moving the block, you reveal an eye switch. Hit the switch to raise Hookshot panels. Zip up to the floor switch. This opens a door back by the boat landing.

15 Maze





There are two keys to collect in these rooms: Small Key and Boss Key. First, use the Lens of Truth to see the walls of a minor maze also filled with Floormasters visible only while you're looking through the Lens of Truth. (A Like Like also complicates matters.) After you finish off the Floormasters, enter the chamber with three spinning skulls. The **Small Key** is behind the skulls.

TIP

Throw bombs into the spinning skulls to collect Rupees and hearts.





The Boss Key is next to the Small Key room. In here, two walls of spikes start closing in. However, they are made out of wood. So, deploy Din's Fire as the walls get close to burn through them. Now fish the **Boss Key** out from the treasure chest in the corner.

16 To the Boss!



Finally, use the Lens of Truth to cross a series of widely spaced invisible platforms. You need the Hover Boots to cross the gaps that separate you from the ornate boss door. Enter the door and then drop into the hole in the center of the room.

Boss: Bongo Bongo



This is no ordinary platform you're standing on—it's a giant drum. And what better to play this drum with than two monstrous hands. These are the mitts of Bongo Bongo, the demon that guards the Shadow Temple.

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Bongo Bongo's weapons are those massive fists. The boss deploys them in a number of ways, from sweeping a hand across the drum to slapping the ground. You have to avoid these attacks because they do a lot of damage, especially if you are caught in a clap between the two hands.

TIP

Equip your Hover Boots to make this battle easier. You will not be bounced around as much when Bongo Bongo beats the drum platform.



The drum is surrounded by poison. If Bongo Bongo grabs you and flings you out into the poison, immediately rush back and pull yourself up the ledge.

TIP

Use rolls to dodge the attacks.

CAUTION

Bongo's drum beats can knock you into the air.



So, two big hands—where's the rest of Bongo Bongo? Its body is invisible, so you need to use the Lens of Truth to see its torso, as well as its lone red eye, which just happens to be its weak spot. You need to find a way to get to that eye without being smashed by those colossal hands. Fortunately, there are two ways.



Aim for the hands. Use L-Targeting to zero in on the hands and shoot them with arrows. Or, if you're fast, you can hit one with your sword just as it gets within inches. Hitting a hand temporarily stuns it. Immediately target the other hand.



When both hands have been stunned, Bongo Bongo stops moving. Its body slumps to the drum. Rush in to swing at the eye as many times as possible before it recomposes itself.



There is a more daring way to drop Bongo Bongo, and if you run out of arrows, it's especially useful.



Use the Lens to look at Bongo Bongo. It realizes you can see it, and so Bongo Bongo lashes out with both hands. Stand your ground and swing your sword (or Spin Attack) just as the fists pass. Your strike will hit Bongo Bongo right in the eye, bringing the boss to the drum. Now swing away to do even more damage.

This battle—like most boss battles—goes much faster if you acquired Biggoron's Sword.



When you drop the curtain on Bongo Bongo's wild performance, the boss disappears and leaves behind a Heart Container and a warp to the surface. Grab the Heart Container and jump into the warp to return to the Chamber of Sages.



It turns out that Impa is the Sage of Shadow. She is happy to see you and tells you not to worry about Princess Zelda. You will see her again one day. Impa hands you the **Shadow Medallion**. You now have five of the medallions. There are still two left, so it's off to Gerudo Valley to pursue the Spirit Medallion.

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Spirit Temple

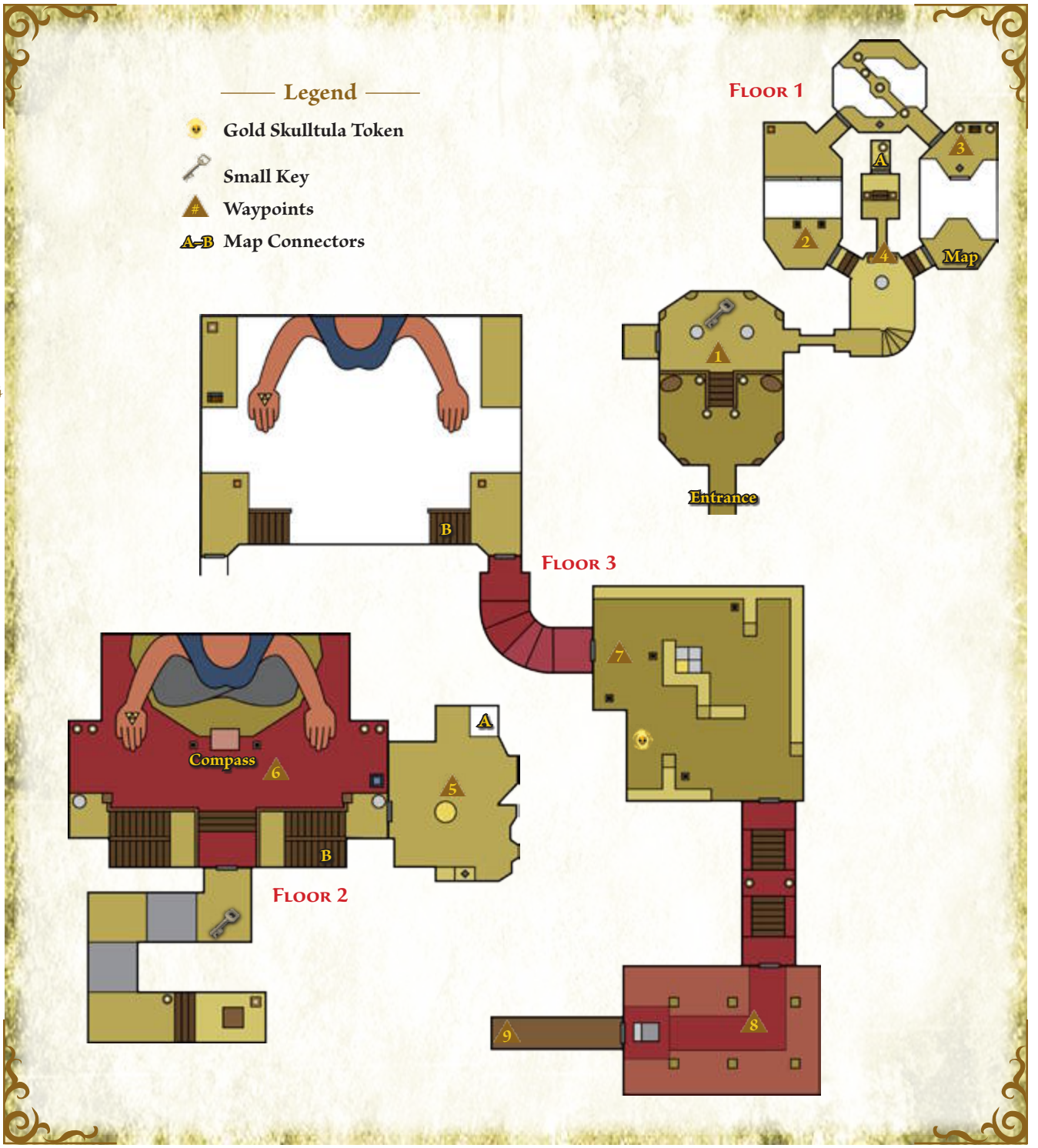
Hearts: 19
Pieces of Heart: 36/36
Equipment/Items Found: Mirror Shield, Silver Gauntlets, Spirit Medallion
Songs Learned: —

Just beyond the grand facade of the Desert Colossus lies the Spirit Temple, the final challenge Link needs to complete before he can take the battle straight to Ganondorf. Within the Spirit Temple is the powerful Mirror Shield. Link must use its reflective powers not only to discover the heart of the temple, but also to defeat the witches that are said to haunt its sandblasted halls.

NOTE

You must explore the Spirit Temple twice—once as a child and then again as an adult.

Through a Child's Eyes



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1 Nabooru

Now that you've returned to the Spirit Temple as a child, you can sneak through the crawl space. However, first open the treasure chest to collect Bombchus. Now look to the columns and shoot the crystal switch. This makes a treasure chest appear that contains more Bombchus.



Next, bomb the boulder to reveal an eye switch. Hit it with a seed to drop another treasure chest. This chest contains a **Small Key**.



A Gerudo woman waits for you inside the entrance room. Tell her your trip to the Spirit Temple is innocent and she will relax, recognizing that you are not one of Ganondorf's goons. Apparently, this is the chief of the Gerudo, Nabooru. She knows Ganondorf is wicked, and she's here to stop him.

She requests that you creep through the small hole in the wall and retrieve a treasure she is unable to reach: Silver Gauntlets. She then steps aside and lets you crawl through the hole.

2 Gibdos Threat



In the next room, slash through Torch Slugs and then enter the room on the left. After eliminating the mummylike Gibdos, pull the tombstones back. Step on the revealed switch, which drops a gate. Cross the gate and drop a Bombchu so it runs up the wall and crashes into the boulder above you. This reveals an eye switch. Shoot the switch so you can fully cross the crevasse and finish off the remaining Gibdos in the room.

3 Dungeon Map





In here, you need to pull another gravestone to reveal a switch that drops a panel. After defeating the Keese, cross the gap and close in on Anubis. Just use Din's Fire to scorch this monster and fish the **Dungeon Map** out of the treasure chest. The next chest, which appears after you defeat all of the enemies, contains another **Small Key**.

4 Blocked



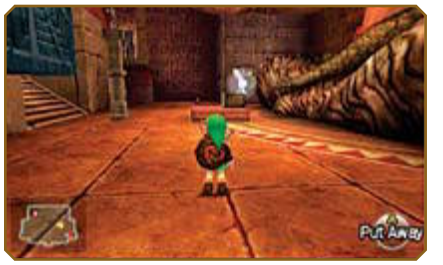
This crawl space is blocked! Release a Bombchu into the hole to destroy a rock blocking your path and then crawl through. Unlock the door and then step through to find a crystal switch. This drops a Like Like into the chamber. After neutralizing the gelatinous monster, climb up the wall to the next floor.

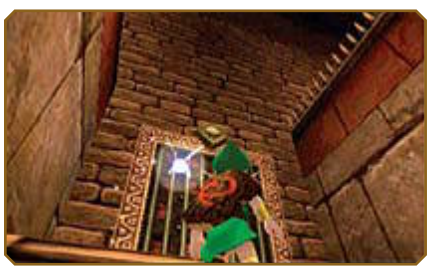
5 Needed Sunlight



Target the Beamos statue and Baby Dodongos in this room before attending to the puzzles. Claim the Bombchus from the treasure chest and then hit the crystal switch. Now that there's a sun symbol on the floor, you need to get a little sunlight in the room. Run a Bombchu up the wall and destroy the boulder. This crack lets the sunshine in, which in turn falls on the sun symbol. That creates a treasure in the next room over, so keep moving through the locked door.

6 Statue Room





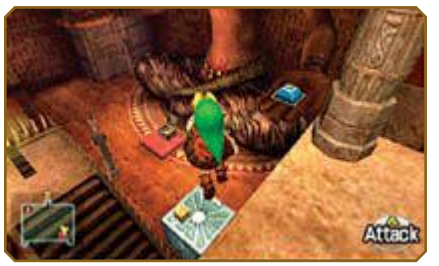
Roll down to the bottom floor of the room with the giant statue with the snake head. Arm the slingshot and fire upon the eye switch next to the statue. This makes a treasure chest appear. Claim the **Compass** from the treasure chest. Now, use Din's Fire to melt the ice over the eye switch above the barred door, and then keep moving. Don't worry—you'll see this room again very soon.

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In the next area, peer over the ledge and shoot the eye switch to drop a small treasure chest. Claim the **Small Key** and backtrack to the statue room.





Climb to the top of the room and then jump off the ledge to land on the time block below. Pick up a small crate from the time block and hop down. Now play the Song of Time to move the time block. Return upstairs with the small crate and jump down to the time block, then down to the statue's hand, landing next to the blue pressure switch. Place the crate on the switch. Now hop down and go through the door you just opened.

7 Sun Blocks



As you enter the room, shoot the crystal switch to extinguish the fires on the floor. Next, go to the blocks with sun symbols. Pull the block not nestled in the corner into the sunbeam falling on the floor. This unlocks another door in this room. Go through the door.

8 Iron Knuckle





An Iron Knuckle sits dormant on a throne in this decorated chamber. The exit will not open, though, until you wake this bully and then take it down. Approach the Iron Knuckle and tag it with your sword. It rises and then lumbers after you, swinging its massive axe. Roll away from that axe swing because it does tremendous damage.



If you're clipped by the axe and need hearts, lead the Iron Knuckle to a pillar or its throne. When the Iron Knuckle swings and destroys the stone, pick up the resulting three Recovery Hearts.



As the battle wears on, the Iron Knuckle loses some of its armor. This is a mixed situation. Your sword blows now do more damage, but the Iron Knuckle is also a bit faster. Keep on top of those rolls to make sure the axe never meets its mark. After you defeat the Iron Knuckle, the door opens.

TIP

Need to stay back from the Iron Knuckle? Use bombs!

9 Silver Gauntlets



Outside, listen to Kaepora's story about the witches who rule the Spirit Temple, and then open the large chest out of the Desert Colossus hand. You receive the **Silver Gauntlets.** Now you can lift heavy objects, such as silvery boulders that are otherwise too weighty or impervious to bombs.



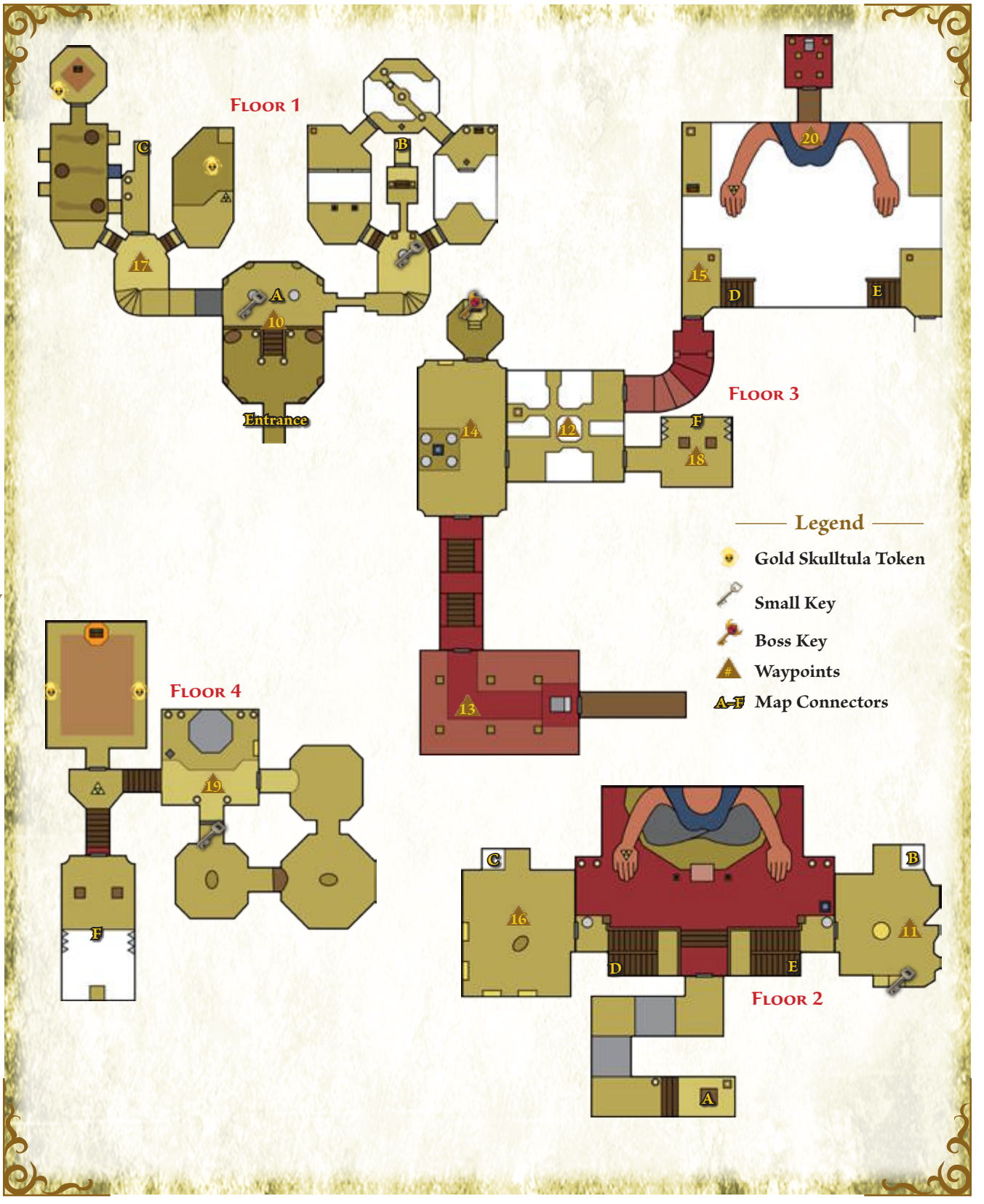
After collecting the Silver Gauntlets, you've done everything you can as a child. Warp to the Temple of Time and remove the Master Sword. Now come back as an adult (the Requiem of Spirit warps you right back) and enter the Spirit Temple.

TIP

Before going back into the Spirit Temple, refill your bottles at the fairy oasis via the Song of Storms.

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10 Hole in the Ceiling



Direct a Bombchu to the ceiling of the entrance room, destroying a boulder that blocks a hole. Now use your Longshot to zip up to the room above you. In this room, push the silver block until it drops into a divot in the floor, allowing you to enter the statue room again.

11 Sneaky Small Key



A treasure chest in this room contains a Small Key—this is what you could not get to on your original run through the temple as a child. Use the Longshot to grab the edge of the chest and hoist yourself up. Claim the **Small Key**. Now, hit the crystal switch to open a panel far below you. Drop through the hole.

TIP

Remember to roll as you reach the ground so you don't take damage from the fall.



At the bottom of the room, strike the rusted switch with the Megaton Hammer. This drops another treasure chest in the room just outside, but you're too big to crawl toward it now. So, go back to the statue room.



In the statue room, use the Longshot to zip up to the torch and unlock the door at the top of the steps.

12 Too Many Beamos





Four Beamos crowd the narrow ledges in this room. Use bombs to eliminate them. Wait until their eyes are looking away, and then drop a bomb next to their bodies. Now, play the Song of Time near the low time block to move it, revealing a blue pressure switch.



Go to the other time block and play the Song of Time to lower it, allowing you to grab a small crate. Carry the small crate to the pressure switch. Now go through the door to the south and take out both the Dinalfos and the treasure chest (yes, hit the treasure chest with your sword—it's an ice trap) to unlock another door.



Climb the stairs, using the Lens of Truth to reveal an invisible Floormaster. At the top of the steps, walk into another Iron Knuckle battle.

13 Iron Knuckle, Part 2

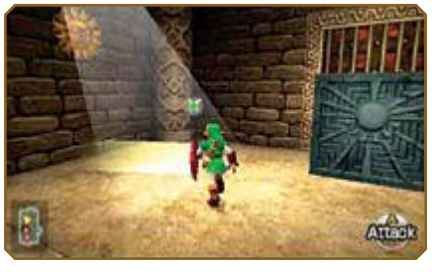


Fortunately, you are much stronger this time—and if you have Biggoron's Sword, you can cleave this monster down to size in no time. Just L-Target the brute and keep your distance whenever it raises that axe. If you need Recovery Hearts, lead the Iron Knuckle to a pillar and trick it into swinging the axe. Pick up the resulting Recovery Hearts, and then roll away before the Iron Knuckle takes another chop. After you defeat the Iron Knuckle, go through the unlocked door.



Step back outside again. This time the treasure chest contains the valuable **Mirror Shield**. This shield can reflect both light and magic, making it ideal for solving some of the light-based puzzles in the last stretch of the Spirit Temple.

14 Minor Mirror Puzzle



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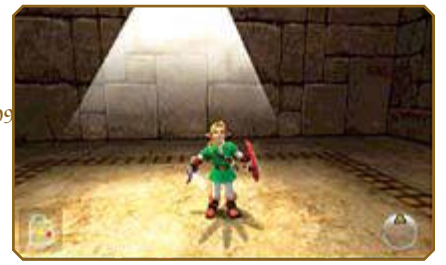
Return to the room where you dropped the Dinalfos and play the Song of Time to move the time block. Now stand in the sunbeam and reflect light with the Mirror Shield up to the sun symbol on the wall. This unlocks the door to the north. Move the time block again and then step into the room to claim the **Boss Key**. After you eliminate the Gibdos, of course.

15 Statue Room



Return to the statue room and use Fire Arrows to ignite the dormant torches flanking the snake statue. Now go through the door you just opened.

16 Monster Madness



If you want to leave this room, you have to eliminate all of the monsters—Floormasters and Stalfos. But to make all of the monsters appear, you have to direct the sunlight into the sun symbols. When all of the enemies are done, a hole in the floor opens. Drop through it.

17 Silver Rupees



Now return to the entrance of the Spirit Temple. Shatter the remaining boulders to grab the last two silver Rupees. This drops a treasure chest that contains a **Small Key**. Now Longshot through that hole in the ceiling and return to the statue room.

18 Moving Wall



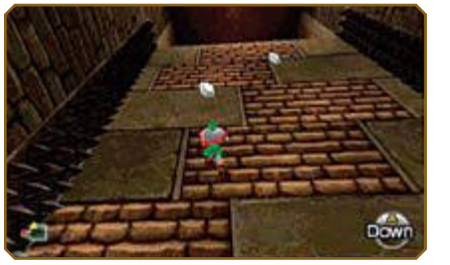
Hidden Gold Skulltula



Return to the room with the three doors and go north. There is a Moblin at the end of this room, as well as several rolling boulders. You need to pound the rusted switch and then step into the open alcove. Play the Song of Time. Now cross the room and step into the alcove below the Lon Lon crate. Play Epona's Song. Now go to the alcove with the sun symbol. Play the Sun's Song. Now walk up to the next open alcove and play the Song of Storms. Finally, cross the middle of the room and step into the newly open alcove and play Zelda's Lullaby. Now go beat up that Moblin and enter the back room. Eliminate the Big Skulltulas and claim the Gold Skulltula Token.



Pick up the two silver Rupees out in the open in this room before destroying the boulder in the middle of the room with a bomb. This reveals a rusted switch. Hit the switch with a Megaton Hammer. With the water spout now lowered, step down and pick up the next silver Rupee.



Go to the chamber where you bombed the four Beamos and unlock the door. First, use arrows to take out the Keese. Now it's time to climb the tall wall in front of you, collecting five silver Rupees along the way. There are multiple sliding panels. You can only crawl up the cobblestones—and you can only move between panels when they are not moving. If you are caught halfway between two panels as they slide, you fall to the ground.



At the top of the wall, step through the door. Play Zelda's Lullaby to open the door.

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19 Mirror Sequence







200 Roll into the crates in here to reveal a rusted switch. Hit the switch with the Megaton Hammer. This opens the door that leads to a circuit of rooms. Move through the rooms before attending to the light puzzle. Eliminate the monsters, such as Bubbles. Now return to the first room in this circuit.

TIP

Collecting Gold Skulltula Tokens? Use that Small Key to open the locked room.





Now, reflect the sunlight up to the sun symbol on the arch. This extinguishes the fire around the second movable mirror. Now rotate the first mirror to reflect the sunlight on the second mirror. Rotate the second mirror to direct sunlight on the large mirrored plate beyond the bars.



Finally, reflect that sunlight on the symbol in front of you. This drops you back down to the snake statue.

20 To the Boss



Reflect the light to the snake head, which makes it disappear. This reveals a circular panel. Longshot the panel to spin it and zip through the hole. Now use the Boss Key to open the door and head into the final showdown of the Spirit Temple.



Two witches, Koume and Kotake, are ready for you. But the Twinrova Sisters have no plans to fight you just yet. Instead, they send an Iron Knuckle to soften you up for the boss battle. Defeat this Iron Knuckle with the same strategies as the earlier incarnations.



However, when the Iron Knuckle falls, it reveals an unexpected victim: Nabooru. Before you can rescue her, Koume and Kotake reappear and spirit her into the boss lair. Follow the trail and get ready for a magic-volleying battle against these wicked crones.

Boss: Twinrova Sisters, Koume and Kotake

The Twinrova Sisters are witches with elemental powers. Kotake commands ice magic while Koume wields flame. Together, they are troublesome opponents. But when they eventually join forces to create a single super-witch, the battle kicks into high gear. However, at all points, adept usage of the Mirror Shield is a requirement for success.



At the start of the battle, when the sisters are separate, you must reflect their attacks back. However, the trick is to reflect the magic of one sister at the other. So, if Koume is unleashing a fire beam, use the Mirror Shield to direct that magic over to Kotake.

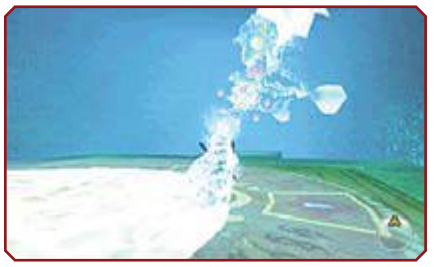


Use L-Targeting to lock on to the sister about to attack. For a hint as to which sister is about to attack, look for one to stop moving and raise its wand. When the beam strikes your shield, use the Circle Pad to aim for the other sister while she's still nearby to complete the counterattack.

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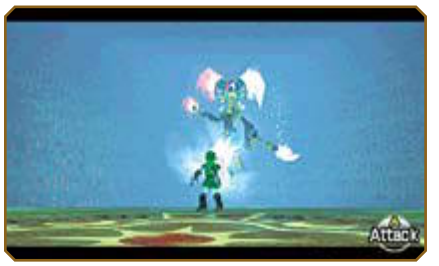
CAUTION



Watch out for the magic spells if you miss. Both create large area effects on the ground, but the ice magic is the most dangerous. If you touch the pool of ice magic, you're frozen for a few seconds, leaving you vulnerable to an incoming attack.



After you take several good cracks at the sisters with their reflected magics, the witches merge into Twinrova. The witch unleashes magic attacks, but now you need to absorb at least three of each attack in order to return fire. Once you have absorbed three magic volleys, blast it back at Twinrova.



There's a catch to capturing magic. You must collect three of the same element. If you capture two ice blasts and then absorb a fire attack, the sequence backfires and damages you. So, if the "wrong" type of magic is incoming, roll out of the way and wait for the match.



When you return fire and tag Twinrova with a charged magic attack, she drops to the ground. Quickly rush to her (she always falls on a small platform outside the main battlefield) and start slashing. After several hits, Twinrova composes herself and rises into the air for another round of this magic duel.

After Defeating Twinrova





After several rounds of melee attacks on Twinrova, she finally perishes. A Heart Container flutters to the ground near a warp to the Chamber of Sages. In the Chamber of Sages, you see that Nabooru is indeed the Spirit Sage. She offers you the **Spirit Medallion**, which is the final medallion needed. Rauru appears to you and asks you to return to the Temple of Time.

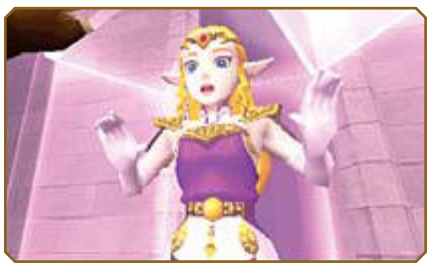


At the Temple of Time, Sheik waits. When you arrive in the temple, Sheik returns to the legend of the Triforce and tells of when Ganondorf was able to infiltrate the Sacred Realm, the Triforce shattered into three pieces. Ganondorf absconded with the Triforce of Power. Sheik has the Triforce of Wisdom. You possess the Triforce of Courage.





But then Sheik reveals another bombshell: she is actually Princess Zelda! And she is ready to help you bring the fight to Ganondorf, who is holed up in his castle on the site of Hyrule Castle's ruins. Zelda offers you another gift: **Light Arrows**. These magical arrows can break through the King of Evil's defenses, making them critical for the final showdown.



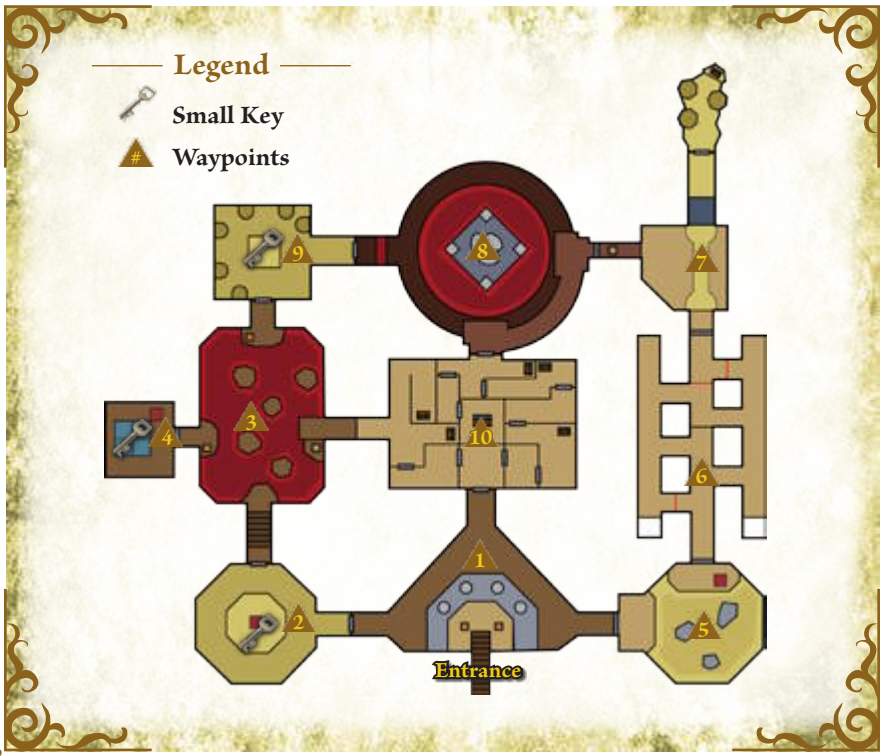
The reunion, though, is cut short when Ganondorf captures Zelda in a crystal prison. He takes Zelda to his castle and throws down the challenge to see if you can actually penetrate his fortress. If you are ready, it's time to march on Ganon's Castle. Just make sure you have fairies and magic-replenishing potions ready because that final fight is epic indeed.

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Gerudo Training Grounds

The Gerudo Training Grounds is a series of locked rooms that require the use of these items—Silver Gauntlets, Hover Boots, Fairy Bow, Lens of Truth, Megaton Hammer, and Longshot—to find the necessary keys. At the center of the dungeon is a chest containing Ice Arrows.



1 Entrance

At the entrance of the training grounds, use either Din's Fire or Fire Arrows to light two dormant torches. This allows you to then shoot an eye switch on the wall, which in turn unlocks the doors leading off to the right and the left. For the sake of this walk-through, we will go through the door to the left first.

TIP

Before leaving, be sure to open the treasure chests to claim arrows and Bombchus. They will prove useful over the course of this dungeon.

2 Monster Menagerie

You have just sixty seconds to clear all of the monsters out of this room, including Dodongos and Lizalfos. These brutal beasts are a bit tricky, so use Jump Attacks to slice through their defenses. Bombs are best against the Armos.

When all of the foes are finished, a chest appears that contains a **Small Key**. Claim it and move on.

3 Lava Room

Unless you extinguish the fire in this room, you cannot cross the lava. Ignite the dormant torch on the other end of the room with a Fire Arrow. As soon as the fires disappear from the platforms, you can collect the five silver Rupees that unlock the next chamber. There are some easy grabs in front of you, but use the Hover Boots to cross the wider gaps in the rear to snag the remaining silver Rupees.

CAUTION

If the fires ever reignite, launch another Fire Arrow at the trigger torch.

Once you have all of the silver Rupees, you can enter the room to the left.

4 That Sinking Feeling

First, use a Fire Arrow or Din's Fire to remove the cobwebs on the floor. Now, slap on the Iron Boots (and Zora's Tunic). Sink to the bottom of the water and collect the five silver Rupees around you. Deal with enemies as you see fit, although down here the Longshot is a useful tool. When you have all of the silver Rupees, a chest appears topside. Surface and open the chest to claim another **Small Key**.

Now, return to the entrance of the training grounds and take the other door.

5 Iron Knuckle

The Iron Knuckle in this room isn't too tough if you wield Biggoron's Sword. However, with only the Master Sword, you have to move fast to eliminate it within the sixty-second time limit.

6 Silver Rupees

In here, you have just 90 seconds to locate five silver Rupees. The sequence isn't too bad if you follow these directions:

Tackle the left column of the room first. Start at the bottom of the column and defeat the Freezard to claim the first silver Rupees. Then, hoof it to the top of the column.

Use your Longshot to grapple the ceiling Hookshot panel and launch yourself over the wall of fire. Cut through the frozen stalagmites to get the next silver Rupee.

The next silver Rupee is to the south, but you have to gingerly fall of the ledge to grab it. If you run too fast, you'll fall into the pit and have to start the room over. Climb back up and use the Longshot to the Hookshot panel to the right to pick up the next silver Rupee.

Finally, return to the central column and use the Longshot to grapple up to the last silver Rupee near the exit of the room.

7 Time Limit

You have just sixty seconds again to defeat all of the enemies in this room. Once you finish, use the Song of Time to move the time block to the north. Now you can head to a cauldron of blue fire. Capture a dose in a bottle. Now, take the blue fire to the passage above the moved block (the Lens of Truth reveals it) and melt the red ice to continue deeper into the training grounds.

8 Spinning Statues

Ready your bow and hit the spinning statues in the center of the room; you have to get them right in the eye. When you hit the fourth eye, a chest with Bombchus appears. Next, use an arrow to trigger the crystal switch and unlock the next door.

9 Sixty Seconds

Another sixty seconds is put on the board to tear through the monsters in this room. That's no easy task with an Iron Knuckle and Torch Slugs. Savage the Iron Knuckle first, and then clean up the Torch Slugs. Just be sure to extinguish them before going in for a close attack. This releases another chest with arrows.

Arrows are needed to escape this room. Aim for the small hole above the door. Another chest falls into place, but you must use the floor switch to extinguish the fire around it. Now, take the **Small Key** from the chest.

Move to the next room and deploy the Megaton Hammer on the rusted switch. This creates a Hookshot panel. Longshot up to it and enter the central chamber, which is filled with locked doors.

10 Locked Up

Use the Small Keys to open the doors. Look for a crate. Roll into the crate to shatter it, revealing a switch. This switch triggers the treasure chest with the Ice Arrows in the room to the north. To reach the Ice Arrows, you have to return to the room with the spinning statues. The chest is on the ledge above the room. You now have the **Ice Arrows!**

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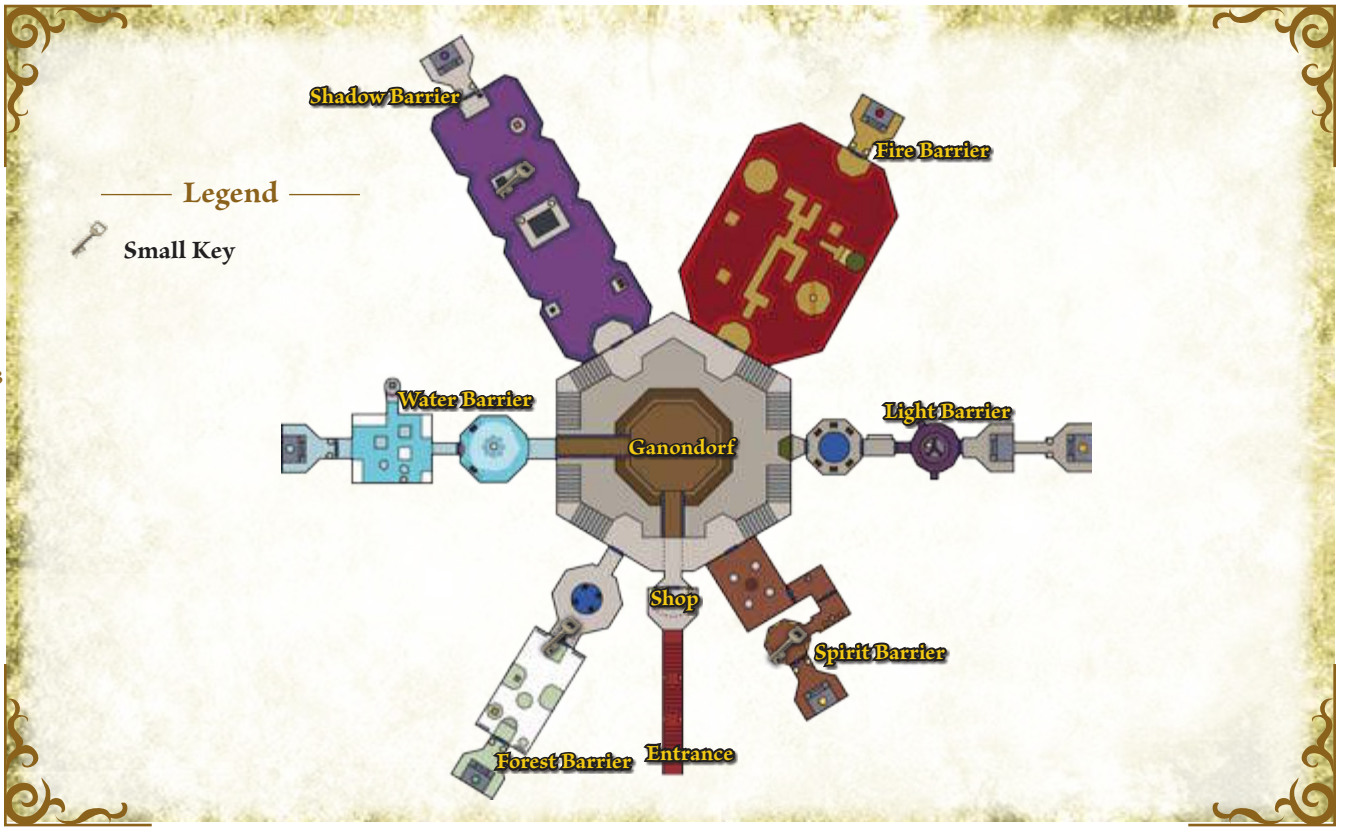
Ganon's Castle

The final hour is upon Hyrule. The last chance for the realm, Link, must breach Ganondorf's twisted palace, which rises over the ruins of Hyrule Castle. With the power of the sages at his back and the Triforce of Courage pushing him on, Link has the strength to challenge the King of Evil. But has Ganondorf amassed too much power to be defeated?

Ganon's Castle

Hearts: 20
Pieces of Heart: 36/36
Equipment/Items Found: Golden Gauntlets
Songs Learned: —

Built on the rubble and ashes of Hyrule Castle, Ganondorf's castle spears the darkened skies above the once vibrant Hyrule. Here, Ganondorf rules from his throne of hate. Link must call upon the power of the sages to weaken the castle's defenses before he can ascend to Ganondorf's lair and challenge the King of Evil to a duel for the fate of Hyrule.



Entering the Castle



This is it. You've cleared out all of the dungeons. All 36 Pieces of Heart are now yours. You've maxed out your hearts, filled your bottles with fairies and potions, and have scored Biggoron's Sword so you march into Ganondorf's Castle with the strongest blade in Hyrule. It's time to march on the castle.



As you approach the castle, Rauru communicates to you that you must destroy six magical barriers within the castle before you can fight Ganondorf. The Medallions then rise into the air and stretch a bridge across the moat that surrounds Ganondorf's Castle. Cross the moat and step through the front door of the castle to begin six challenges—each based on one of the Medallions—that ultimately unlock the path to Ganondorf's throne.

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Inside the foyer of the castle, observe the central tower. It's locked behind a wall of magic. To disrupt it, you must disable the six barriers Rauru mentioned. To do so, you have to enter the six gauntlets that branch off the central chamber. But first, take out the waiting enemies, such as the Iron Knuckle.

You do not have to complete these in any particular order, but it is helpful to start with the Spirit Barrier, because you recover the Golden Gauntlets in that room. The Golden Gauntlets allow you to access the final Great Fairy Fountain, and you want the reward bestowed by its resident: half damage!

TIP

Use the Lens of Truth to see a hidden room off the central chamber where Business Scrubs sell gear, such as arrows. You can also procure fairies here.

Spirit Barrier



After making short work of the Torch Slugs in the opening room, hit the eye switch to trigger the appearance of an Iron Knuckle. Coax the Iron Knuckle toward the thrones in the middle of the room so it smashes them with its giant axe. This reveals a rusted switch.



Pound the rusted switch with the Megaton Hammer to open the next door.



Eliminate the Bubbles in here and then claim the Bombchus from the treasure chest. Send a Bombchu scurrying up the wall to hit a switch on the ceiling. This unlocks the next door.





Again, eliminate the enemies in this room (use the Sun's Song to stun the Gibdos), and then look up at the cobweb-covered hole in the ceiling. Let fly with a Fire Arrow. Now that you have a light source, use the Mirror Shield to reflect it upon the sun symbols. The resulting chests contain both a **Small Key** and the important **Golden Gauntlets**.



Finally, reflect light at the Spirit Barrier token. This unlocks the door to the sphere where you use a Light Arrow. After breaking the sphere, Nabooru appears and attacks the barrier.

TIP

Before breaking any of the barriers, check the room for jars that contain magic jars, hearts, and more.

Great Fairy Fountain





Now that you have the Golden Gauntlets, step back outside the castle and walk up the road until you discover a huge stone. With the new gear, you can heave the stone into the air without breaking a sweat. Inside, play Zelda's Lullaby to have an audience with the Great Fairy and earn a fantastic upgrade: **half damage**. This defensive boost will serve you well, especially in the punishing last battle with Ganondorf.

NOTE

We suggest taking on the barriers in this order so you always have enough Small Keys to open doors without having to backtrack.

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Forest Barrier





Inside the first chamber of the Forest Barrier, fight off the aggressive Stalfos. Then, look above the door. There's a fan up there. Equip your Iron Boots and Longshot up to the torch so you're standing next to the fan. Now pick up the **Small Key** and then hop back down.





Shoot the eye switch at the fan to drop a chest that contains more arrows. Next, equip the Hover Boots. Use Deku Nuts to blind the Beamos and skirt across the room to the platform with the Beamos and Armos. Now launch a Fire Arrow at the frozen eye switch. Pick up the resulting bombs.



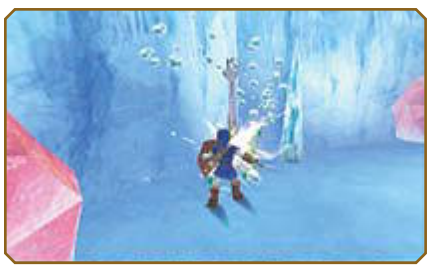
Bomb the Beamos as you cross the room to the far ledge. On the other side, use Hover Boots to skate out to the closest platform (bomb the Beamos first!) and then equip Iron Boots so the fan cannot blow you into the void. Play the Song of Time twice to move a time block enough for an Armos to hit a switch and open the door.



Go through the door and shatter the Forest Barrier with a Light Arrow. Now Saria can help lower the magic wall around the tower.

Water Barrier





The blue fire cauldron in the middle of the first room is blocked by a powerful wall of water. To lower the water, you must eliminate all of the enemies in this room, including the Freezards. When you strike the Dead Hand's arm reaching out of the ice, the water temporarily drops.



Fill a bottle with blue fire and then start melting all of the red ice in the room, going back and forth to refill as needed. Be sure to leave the room with at least two bottles of blue fire.



After unlocking the door, step into the iced-over room and take out the fluttering Keese. There are five silver Rupees to collect in here. First, push an ice block under the red ice. Hop up and melt the ice. Then push the ice block into the void so a new one drops into the room.





Now start running through the silver Rupees. The final Rupee is encased in red ice off the main floor. First, push an ice block into the hole in the middle of the room. This fills the hole so you can push the other ice block over it. Push it against the rocks in the ice and then slide it toward the red ice in the back. Melt it to capture the last silver Rupee.

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CAUTION

If you have to leave this room to refill your bottles, everything resets.



Use Light Arrows to break the Water Barrier and receive words of encouragement from Princess Ruto. She sends you back to the central chamber.

Shadow Barrier



206 The long chamber of the Shadow Barrier has no floor. You must collect five silver Rupees to open the door at the far end of the room. First, eliminate the Bubble with a Light Arrow so it only requires a single hit. Next, shoot an arrow at the Bomb Flower to the left. This drops a treasure chest to the pillar on the right.





Longshot out to the treasure chest and claim some arrows. Now, put on your Hover Boots and use the Lens of Truth to see a swinging platform between you and the silver Rupee next to the location of that Bomb Flower. Jump to the platform to collect the first silver Rupees and then slide out to the second.



Skate over to the solid ledge with the Beamos and drop a bomb next to it. Then either use Din's Fire or a Fire Arrow to light the nearby torch and create a new platform. Collect the nearby silver Rupee.



Now step out to the new platform and throw a bomb at the two Beamos. Turn back to the previous landing and look down. Hit the eye switch with an arrow. This makes another chest appear. It contains a **Small Key**.



Use the Lens of Truth to walk out to the next Beamos. Bomb it and claim the fourth silver Rupee.



Finally, walk across the last hidden path revealed by the Lens of Truth. Wait for the guillotine blade to rise before trying to hop across the void and collect the fifth silver Rupee.



Inside, you discover the source of the Shadow Barrier's power. Arm a Light Arrow and blast the sphere. This shatters the barrier and liberates the Shadow Sage, Impa. She thanks you and sends you back to the central chamber.

Fire Barrier

Upon entering the Fire Barrier, don the Goron Tunic. It's extremely hot in here and without it, you won't last more than a minute.





To exit this chamber, you must collect five silver Rupees. First, hop across the collapsing platforms to the left. At the last platform, ride it up and then back flip to grab the first of the silver Rupees.

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Now ride the next moving ledge to the Beamos. Bomb the Beamos and use the Golden Gauntlets to fling the obelisk. This reveals a silver Rupee while also making a platform in the lava.



Longshot out to the third silver Rupee via the Hookshot panel.



Turn back toward the entrance and jump down to the sliding platform. Ride it through the next silver Rupee.





Next, jump to the ledge with the Torch Slugs. Defeat the Torch Slugs and then throw the obelisk. This makes a stable platform beneath the fifth silver Rupee. Go collect it and Longshot to the exit door.



Now hit the sphere with a Light Arrow to weaken the barrier and let Darunia perform his duties as a sage.

Light Barrier





Inside the first room of the Light Barrier, attack the Dinalfos and Torch Slugs. Neutralizing all of the monsters opens the next door. Step inside and play Zelda's Lullaby on the Triforce symbol. This drops a chest with a Recovery Heart. Now open the locked door.



In this small, circular chamber, avoid the rolling boulder and throw a bomb at the Beamos on the wall above you. When the Beamos is gone, Longshot to the panel on the ceiling and then drop down to unlock the door and keep moving.



Finally, strike the left torch in here to remove the blue blocks from the far wall. Use the Lens of Truth to spy a hidden door and step through it. Nock a Light Arrow and shatter the Light Barrier to finish off this final gauntlet on the ground floor of the castle.

The Tower



Storm through the door and start running up the spiral stairs within the tower. The stairs eventually spill into a room with two Dinalfos. These monsters are extremely aggressive—they will attack together regardless of whether you L-Target one of them. As tempting as it may be, don't use a two-handed weapon like Biggoron's Sword unless you are sure you can strike and roll away. If you think your acrobatics aren't up to it, use a shield to block incoming blows and then immediately counterattack.



After another stretch of stairs, you enter an arena with two Stalfos. These respond to L-Targeting, at least. If you target one of them, the other backs off. But there's a catch to this. If you drop one, you have to hurry up and get rid of the other. If you're too slow, the defeated Stalfos rises back up. When you finish off the second Stalfos, the fire surrounding the chest with the **Boss Key** disappears.

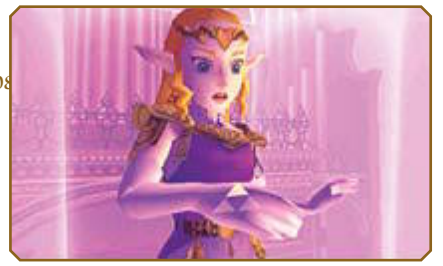
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The final room in the tower contains two Iron Knuckles. Fortunately, you can balance this battle by striking only one at a time to activate them. So strike one and then draw it away from the other. That way, you only have to duel with a single active Iron Knuckle. The boss door waits for you at the top of the stairs.





Ganondorf is so sure of his power to defeat you that he leaves his back to you as you enter his throne room. Instead, the King of Evil finishes his dirge on the enormous pipe organ.

Princess Zelda hovers above the scene, still trapped inside the crystal. Not only can she not help you in this battle, but Ganondorf also casts a spell that separates you from Navi. You're on your own in this battle.

(Well, you still have us...we'll never leave you in your moment of need.)

Boss: Ganondorf



Ganondorf rises high above the arena, taunting you with his ability to fly. After all, you can fall so far in this battle. The central pillar in this room stays sturdy, but the ledges around it fall to pieces when Ganondorf strikes them with his magic. If one falls under your feet, you tumble to the bottom of the room. However, that's not necessarily a bad thing because there are dozens of jars below the pillar. These are filled with Recovery Hearts and magic jars.



However, the climb back up to the pillar to rejoin the fight is a long haul and you always pop up right beneath Ganondorf.



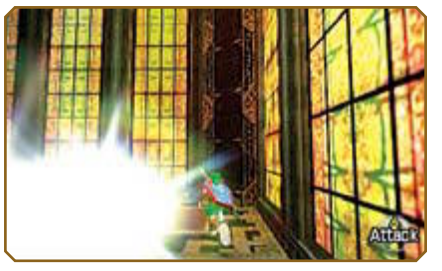
You cannot just swing your sword and attack Ganondorf. He's always just out of range. You must bring him down to that central pillar to land a hit. There are multiple ways to stun Ganondorf and make him tumble.



Ganondorf fires magic orbs at you, similar to the Phantom Ganondorf. Volley the magic back and forth with sword swings. Swing just as the sphere arrives at the end of your sword's range. That gives you enough time to fully swing the blade and send the sphere back. Volley the orb back and forth and eventually Ganondorf will slip up. When the sphere hits him, he drops to the pillar.



When you see Ganondorf start to charge up his major magic attack (you'll see him tighten up and draw energy into his body), launch a Light Arrow at his body. When you nail him with the Light Arrow, he drops.



If you allow Ganondorf to fully charge up his magic attack, he flings out several magical spheres. They arc across the arena. Though they are easy to roll away from, if you perform a Spin Attack just as they close in, you blast the attack right back at Ganondorf. He cannot block this, so he collapses to the pillar.

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TIP

Waiting for the multi-sphere attack is dangerous, so rely on the Light Arrows to stop Ganondorf cold.

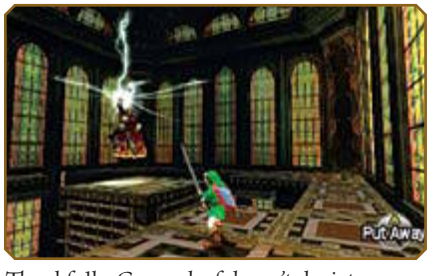




Now that you've stunned Ganondorf, you need to quickly get to the pillar so you can hammer away with your sword. The Hover Boots help here because they defy gravity long enough for you to grab the pillar before totally falling to the floor. Alternately, you can Longshot to the pillar. As soon as you reach him, start striking as many times as possible before Ganondorf recovers and rushes back into the air.

TIP

Feeling crafty? Launch into a Jump Attack as you bounce toward the pillar. If you land the attack, you do megadamage.



Thankfully, Ganondorf doesn't deviate from his attack plan. He may change up his blows—but if you successfully sling his attacks back at him or catch him with a Light Arrow, you can bring the King of Evil to his knees.

After Defeating Ganondorf

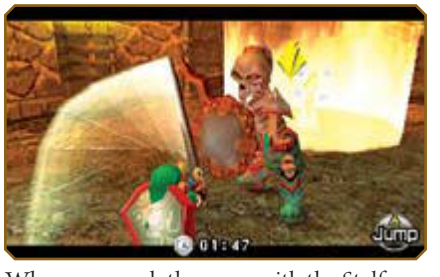


Ganondorf can hardly believe he was bested in battle by the likes of you. His fury sends shockwaves through the castle, shattering glass and stone alike. You and Princess Zelda have to get out of there as fast as you can.





You have just three minutes to get to the bottom of the tower before it collapses. Follow Zelda as she runs down the ramp that circles the outside of the tower. Zelda wastes no time, dodging falling rocks as she moves in and out of the tower. Keep up with her because she will wait at a door until you catch up, which eats precious seconds.



When you reach the room with the Stalfos, Zelda becomes trapped in a ring of fire. The Stalfos return for a rematch, and as before, you must defeat the second rather soon or else the first monster rejoins the fight.



Rush through the falling rocks in the bottom room and the stairs that lead back outside. If you kept moving, you should have a little time to spare—but that's no reason to soft-pedal it to safety.





Just as you step outside, the tower crumbles to the ground, leaving behind twisted ruins of stone and metal. But before you can celebrate your victory over Ganondorf, a ring of fire separates you from Princess Zelda. The Master Sword flies from your hand. Ganondorf explodes from the rubble. He is not dead. In fact, with the power of the Triforce, he's far from it. Before your very eyes, Ganondorf's human form falls away to reveal the monster he truly is beneath his skin. He's now Ganon, a towering behemoth with twin swords as long as your body.

NOTE

If you did not collect Biggoron's Sword, don't worry. You can use the Megaton Hammer in this final battle.

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Boss: Ganon



Ganon is a titan of tremendous strength and with his twin swords, he can lay you to waste within seconds if you aren't nimble. Each of his sword attacks cleaves four hearts from your health if you didn't pick up the increased defense from the final Great Fairy Fountain. So, even if you have 20 hearts, that means it only takes five hits to put you on your back.



 Thankfully, Ganon has one very obvious weak spot: his tail. It isn't armored and it's huge, so it's a major target. But in spite of his size, Ganon is fast and will turn around if he catches you circling toward his tail. So the only way to safely land a hit on that tail is to temporarily stun Ganon and then roll behind him.



There are multiple ways to stun Ganon. Throwing a Deku Nut on the ground does it, but the window is so short that you should save those Deku Nuts for a last resort. Hitting him in the face with your Longshot works, too, and if you L-Target him, you cannot miss. The Longshot doesn't stun him very long either, but if you get close and tag him before he strikes, you should have enough time to reach the tail and hit it once before he recovers and turns around to face you.

TIP

Jump-attacking Ganon in the face stuns him, too, but if you miss, you are completely exposed. You will get slashed by his swords.

TIP

Din's Fire stuns Ganondorf, too, and it takes him a few seconds to recover. This is a good tactic, but it does drain magic rather quickly if you rely heavily on it.



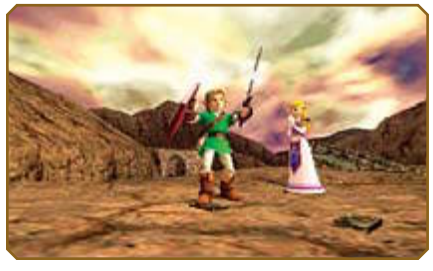
Of course, you can always use those Light Arrows. This is the ideal way to stun Ganon. L-Target him and release a Light Arrow. If it hits his face, he rears back and is stunned long enough for you to easily score a tail hit. Light Arrows consume magic, so you can burn through your magic meter fairly quickly if you aren't judicious about using arrows only when Ganon's face is open.

TIP

If you're running out of magic or health, lead Ganon into the pieces of the tower in the arena. When he smashes them, they release magic jars or Recovery Hearts.



You can actually try to roll behind Ganon and attack his tail, but it's the riskiest move in the battle. If you're out of magic, use the Longshot or Deku Nuts before attempting this.



Halfway through the battle, Ganon stumbles. The ring of fire drops and you can grab the Master Sword. This is the only weapon that can defeat Ganon, but you don't have to use it just yet. Continue using a preferred weapon and keep cycling through stuns and tail hits.



Finally, when Ganon crumples again, switch to the Master Sword. Rush in and drive the Master Sword right into Ganon's head to end the King of Evil's reign.



At this point, the power of the sages ignites and seals Ganondorf into the Evil Realm. He does not go quietly, vowing revenge one day—if not upon you, then he will visit it upon your descendants.



Zelda then turns to you and apologizes for giving you the Ocarina of Time, which not only allowed Ganondorf to breach the Sacred Realm, but also cost you seven years of your life. She wants to undo the damage, but to do so requires you to give up three things. The Ocarina of Time. The Master Sword. And any memory of this great adventure. Congratulations!

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Gold Skulltula Locations (Master Quest)

Got It?	Location	Night?	Young Link Only?
	Kokiri Forest		
❑	Look behind the House of the Know-It-All Brothers.	x	x
❑	Look behind the House of Twins. Use the Hookshot to eliminate the Gold Skulltula and recover the token.	x	
❑	Plant bugs in the bean hole next to the Kokiri Shop.		x
	The Lost Woods		
❑	Plant a bean in the hole near the Forest Stage as young Link. Come back as an adult and climb up.	x	
❑	Upon entering the Lost Woods, take two rights. Drop a bug into the soft soil under the bridge.		x
❑	From the entrance of the Lost Woods, follow these directions: left, right, left, right, right. Drop bugs into the dirt.		x
	Sacred Forest Meadow		
❑	At the end of the maze, climb the ladder and turn right.	x	
	The Great Deku Tree		
❑	In the first room on the second floor, next to the chest with the map in it, roll into the box to smash it, revealing the Skulltula.		x
❑	In the room with the compass, use a Bombchu to destroy the rocks at the top of some vines, then climb the vines after the rocks are gone.		x
❑	In the room with the tombstones and blue switch, play the Song of Time to make three time blocks appear. Climb the blocks and play the Song of Time to reveal two more time blocks. Once you are at the top block, kill the Skulltula with your slingshot, then collect the token with your Boomerang.		x
❑	In the room to the northeast of the last Skulltula token (with the tombstones and blue switch), kill the enemies and use your Boomerang to retrieve the token.		x
	Hyrule Field		
❑	Plant a bomb at the tree next to the entrance to Kakariko Village. This reveals a secret grotto. Use either the Boomerang or Hookshot to collect the token.		
❑	There's a circle of stones near the entrance to Gerudo Valley. Drop a bomb in the center to reveal a secret cave. Use fire (Din's Fire or a Fire Arrow) to burn the webs and reveal the Skulltula. Use the Boomerang to collect the token.		
	Hyrule Castle		
❑	Look inside the guardhouse next to the drawbridge. Break open the crate with a roll attack to reveal the Gold Skulltula.		x
❑	Roll into the trunk of the lone tree just inside Hyrule Castle Town. It has three rocks around it.		x
❑	Approach the castle moat and look for another lone tree. Play the Song of Storms to reveal a grotto. Now, bomb the wall to reveal the Gold Skulltula.		x
❑	After Ganon takes over Hyrule Castle, look at the ruins of the old guard gate.		
	Lon Lon Ranch		
❑	Look for a Gold Skulltula in the upper window of the house. Use the Boomerang to collect the token.	x	x
❑	Roll into the tree next to the house to shake loose the Gold Skulltula.		x
❑	Look behind the corral and the feed house for the horses.	x	x
❑	Look at the fence to the left of the silo. Use the Boomerang to recover the token.	x	x

Got It?	Location	Night?	Young Link Only?
	Kakariko Village		
❑	Roll into the large tree at the entrance to Kakariko Village to shake loose the Gold Skulltula.	x	x
❑	Look on the side of the House of Skulltula.	x	x
❑	Look at the pile of bricks at the construction site.	x	x
❑	Look at the side of the house to the right of the gate leading up to Death Mountain.	x	x
❑	The lookout tower hosts a Gold Skulltula. Take it down with the slingshot.	x	x
❑	Look to the rooftop of Impa's house. Hookshot to the House of Skulltula and then over to Impa's house.	x	
	Graveyard		
❑	Look on the wall to the left of the Royal Family's Tomb. Use the Boomerang to collect the token.	x	x
❑	Drop bugs into the soil patch on the right side of the graveyard.		x
	Death Mountain Trail		
❑	Use bugs on the soil patch revealed by removing the boulder blocking Dodongo's Cavern.		x
❑	Bomb the breakable wall near the entrance of Dodongo's Cavern to reveal the Gold Skulltula.		
❑	Use the Megaton Hammer on the red rock above the Dodongo's Cavern entrance.	x	
❑	Approach the wall at the summit of Death Mountain. Smash the red rock to reveal a Gold Skulltula.		
	Goron City		
❑	At the top of Goron City, go to the room of rocks. Bomb to get to the end of the room and roll into the crate next to the treasure chest.		x
❑	Look behind the pedestal of the Spiritual Stone of Fire. Use the Hookshot to hit the Gold Skulltula.		
	Death Mountain Crater		
❑	The Bolero of Fire warps you to the crater. Use bugs on the soil patch.		x
❑	Roll into the crate near the entrance to Death Mountain Crater.		x
	Dodongo's Cavern		
❑	The room north of the room where you lit three torches contains six boxes. Kill the enemies and smash the boxes to reveal the Gold Skulltula.		
❑	In the room with the statues that come to life when you hit them. After killing the statues, climb up onto the wall to see the Gold Skulltula.		
❑	Located directly above the room where you fought the Lizalfos. Follow the path until you come across some rocks, then destroy the rocks to continue on the path that leads to a Gold Skulltula.		
❑	When you enter the room with the Poes, enter the room to the north, then use your Hookshot (adult Link) or Boomerang to retrieve the token.		
❑	Take the door south of the room that had all the Bomb Flowers. Play the Song of Time to remove a time block, then continue forward and play the Song of Time again to remove the next block. Repeat this until you get to the corner with the Gold Skulltula.		
	Zora's River		
❑	Roll into the tree at the start of the river, near the point where you meet the owl.	x	x
❑	Near the end of the river, look to the ladder that leads out of the water.	x	x
❑	Return to the location of the bean seller and cross the river. Follow the path to the wall. Use the Longshot to get the Gold Skulltula.	x	

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Got It?	Location	Night?	Young Link Only?
	Zora's River (continued)		
❑	Stand on the bridge and face the entrance of Zora's Domain. Use the Hookshot to reach the Gold Skulltula.	x	
	Zora's Domain		
❑	At King Zora's Throne Room, take a right and walk down to the location of the diving game. Use the Hookshot to hit the Gold Skulltula.	x	
	Zora's Fountain		
❑	Roll into the tree next to the Great Fairy's Fountain.		x
❑	Climb to the left of Lord Jabu-Jabu. Use the Boomerang to collect the Gold Skulltula token.	x	x
❑	Lift the silver boulder near the Great Fairy Fountain (use the Silver Gauntlets), and drop down the hole. Watch out for four hidden Skulltulas on the ceiling (the Lens of Truth reveals them), and climb the wall to find a Gold Skulltula on the right.	x	
	Inside Jabu-Jabu's Belly		
❑	In the room right before the boss, climb up until you are at a see-through wall. You'll see the Skulltula behind that wall. While standing to the right side of that see-through wall, take aim and throw your Boomerang so that it hits the Gold Skulltula on its way back to you.		x
❑	In the room to the northeast on the first floor, a button makes a geyser shoot out of the floor. On the ceiling is a rock with a Gold Skulltula hiding in it. Use a Bombchu to blow up the rock, then ride the geyser and use your Boomerang to retrieve the token.		x
❑	In the room with the time block, play the Song of Time to remove the block, revealing the Gold Skulltula.		x
❑	In the room southeast of the one that Ruto dropped into, use your Lens of Truth to see all the enemies. Defeat them all to reveal a platform in the water, allowing you to cross to the other side of the room. Burn the cobweb with Din's Fire, then use your Boomerang to collect the token.		x
	Lake Hylia		
❑	Drop bugs into the soft soil next to the Lakeside Laboratory.		x
❑	Head for the bridge behind the Lakeside Laboratory. Look to the lab to spy the Gold Skulltula.	x	x
❑	Go to the island in the middle of the lake. The Gold Skulltula is on one of the pillars.	x	x
❑	Use the Longshot to reach the dead tree on the island (with the warp pad) and look for the Gold Skulltula. Use the Longshot to grab the token.	x	
❑	Use the Iron Boots to drop into the water in the lab and roll into the crate to reveal the Gold Skulltula.	x	
	Forest Temple		
❑	Look at the vines at the end of the first hallway in the dungeon, right above the door.		
❑	From the main room, enter the eastern room, and go around the corner to the right to find the Gold Skulltula.		
❑	From the main room, enter the northwestern room and immediately look up to see a Gold Skulltula on a Hookshot panel.		
❑	In the same room as the last Gold Skulltula, go to the well that is filled with water, and use your bow to shoot the eye switch in the water. Once the water is drained, head into the well and run to the end of the long hallway to find the Gold Skulltula.		
❑	From the main room, head to the northeastern room. Climb the vine wall in the room to find the Gold Skulltula on a ledge.		

Got It?	Location	Night?	Young Link Only?
	Fire Temple		
❑	From the large room with the bridge and raising and lowering platforms, take the north door. The Gold Skulltula is on the wall behind the Goron you just saved.		
❑	On the third floor in the room where the fire rises when you approach it, take the northwestern door to find the Gold Skulltula.		
❑	In the same room as the last token, navigate through the flames until you reach a switch. Step on the switch to lower the flames leading to a door and then proceed through that door. Use your Hookshot to pull the weak point out of the mini boss's body and defeat it with your sword. Then ride the platform that now moves up to the fourth floor and proceed through the door. Climb the fenced walls and use a key to exit through the next door. Run up and around this circular room until Navi turns green at a particular spot. Play the Scarecrow's Song to get Pierre to appear. Next, jump down to the lower part of the room and step on the switch, lowering the flames around a chest at the top of the room. Immediately after stepping on the switch, use your Hookshot to pull yourself up to Pierre, run immediately over to the chest, and open it to receive a key. Hit the switch in the room to reveal a Hookshot panel. Next, pull out your Megaton Hammer and hit the block next to the switch you just hit. Jump down the hole to a room on the fourth level, and use the key you just acquired to exit the room. Defeat the Stalfos in the next room and use your Megaton Hammer on the switch, which lowers the floor to make very large stairs. Drop down the stairs until you are in range to shoot your Hookshot at the large strange face on the wall. This opens the door at the bottom of the large stairs. Enter the room and collect your hard-earned Gold Skulltula token!		
❑	From the room with the Lizalfos on the third floor, step on the switch in the room to reveal multiple Hookshot panels. Hookshot to the northwestern corner to land on a platform that rises up to the fourth floor. Hit the face on the wall with the Hookshot, dispose of the enemies and climb the fenced walls until you reach the next door. Go to the top of the room with the box surrounded by fire. Use your Megaton Hammer on the switch next to the box to reveal a Hookshot panel. Drop down and hit the switch near the door you first entered, which lowers the flames. Hookshot up to the Hookshot panel and move the box. A Gold Skulltula hides under the box and the floor! Use your Megaton Hammer to smash the Gold Skulltula through the floor and collect your token.		
❑	In the room with the flames that rise as you approach them, enter the lower part of the central room. A short hall with a small alcove is on your left. Bomb the false wall here to reveal a Gold Skulltula and collect your token.		
	Ice Cavern		
❑	In the room where you collect the Compass, you'll see a Gold Skulltula stuck in the red ice. Stand near that spot and play the Song of Time to have a time block appear. Stand on that block and play the Song of Time again to have a second time block appear. Stand as close as you can to the red ice and melt it with the Blue Fire you just acquired in a bottle.		
❑	In the northeastern room with the two Wolfos, hit the switch on the ceiling of the west entrance. This will free the Skulltula underneath the ice block.		
❑	In the same room as the last token, stand near a ledge where Navi flies off and turns green. Play the Scarecrow's Song to make Pierre appear, Hookshot to the higher ledge, and collect your token.		

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	Water Temple		
❑	On the first floor, go through the northern door and you'll be in the room with a whirlpool. Navi flies up to an inaccessible ledge and turns green. Play the Scarecrow's Song to make Pierre appear and Hookshot over to him. Proceed down the hallway and notice the locked door (you'll be coming back to it). Use the Iron Boots to go down into the water and to the next door. Defeat the Stalfos in this small room, then break the boxes in the room to reveal a small key. Take that key back to the locked door. In the next room, hit the switch to cause water platforms to rise. Jump to the second water platform and use Din's Fire. This lights all the torches in the room and unlocks the door. In the next room, defeat all the enemies to unlock the next door. In the final room, roll into a box to reveal the Gold Skulltula.		
❑	On the lowest level of the dungeon, take the southern door into a room and light the three torches with Fire Arrows. Move forward in the room until Navi flies away to a spot and turns green. Play the Scarecrow's Song and Hookshot up to Pierre. Defeat the two Stalfos, proceed to the end of that room, and look up to see the Gold Skulltula.		
❑	In the underground river, when you reach the fourth Hookshot panel, look up to see the Gold Skulltula.		
❑	On the second floor, go to the southern area and step on the switch to open the door. Follow the path around and you'll see a gate with two boxes behind it. Use Din's Fire to light the torch and open the gate. The Skulltula is located behind two boxes.		
❑	Go into the eastern room on the second floor and hit a switch to have Hookshot panels appear. Stand on the Hookshot panel on your current level and look up to see another Hookshot panel, then Hookshot up to it. The Gold Skulltula is in a box in that upper room.		
	Bottom of the Well		
❑	On the lowest level, use the Lens of Truth and go up the north path past all of the invisible Skulltulas. The Gold Skulltula is at the end of the tunnel.		x
❑	In the farthest east room on the main floor, look in the back corner of the room.		x
❑	From the center room, go into the door that has an invisible Skulltula and a gravestone in the middle. The Gold Skulltula is hidden under the gravestone.		x
	Shadow Temple		
❑	In the room where you use a large block to stop the chained spikes from hitting you, look in a small alcove near the area where you push the block.		
❑	In the room right before the boat, use a bomb to destroy the piles of dirt in the corners.		
❑	After riding the boat, knock down the statue to cross the pit. As soon as you cross the statue turn around to see the Gold Skulltula on the wall.		
❑	In the room right before the final boss.		
❑	At the end of the narrow platform with fans blowing, enter the room with the ReDead. The Gold Skulltula is on the strange face painting on the wall.		

Got It?	Location	Night?	Young Link Only?
	Gerudo Valley		
❑	When entering the valley, look for the bridge near the waterfall. The Gold Skulltula is by the waterfall. Use the Boomerang to collect the token.	x	x
❑	Fly down from the large bridge with a Cucco. Land near the cow and drop bugs in the soft soil.		x
❑	Look behind the carpenter's tent. You need the Hookshot to collect the token.	x	
❑	Look beneath the rock arch in front of the carpenter's tent. You need the Hookshot to collect the token.	x	
	Gerudo's Fortress		
❑	At the Horseback Archery Range, take a right and approach the target. You need the Hookshot to collect the token.	x	
❑	Atop the fortress, look for the the chest containing a Piece of Heart. The Gold Skulltula is nearby.	x	
	Haunted Wasteland		
❑	Follow the flags on the far side of the sand river. When you reach the Ghost Guide, go into the basement to find the Gold Skulltula.		
	Desert Colossus		
❑	Drop a bug into the soft soil near the entrance of the Spirit Temple.		x
❑	Next to the evaporated fountain, look up at the palm trees for a Gold Skulltula.	x	
❑	Plant a magic bean as young Link, then return as an adult. The plant leads to a stone arch. As you ride, look to the plant platform to see the Gold Skulltula.	x	
	Spirit Temple		
❑	After the puzzle with the mirrors, use the Lens of Truth to see a hidden chest containing a small key. Go back to the previous hall and use the key to open the door. In the room you'll see some statues with Gold Skulltulas behind them. Trick the enemy in the room into smashing the statues blocking the Gold Skulltulas.		x
❑	In the same room as above, have the enemy smash the statues.		x
❑	Look in the room right after the Great Moblin with many Skulltulas.		
❑	Head toward the west side of the first floor and take the right door. Look up to see a Gold Skulltula.		
❑	In the room where you push the blocks with the sun faces on them into the light, push all four into the light to reveal a chest. Climb up onto the transparent platforms to see a Gold Skulltula.		



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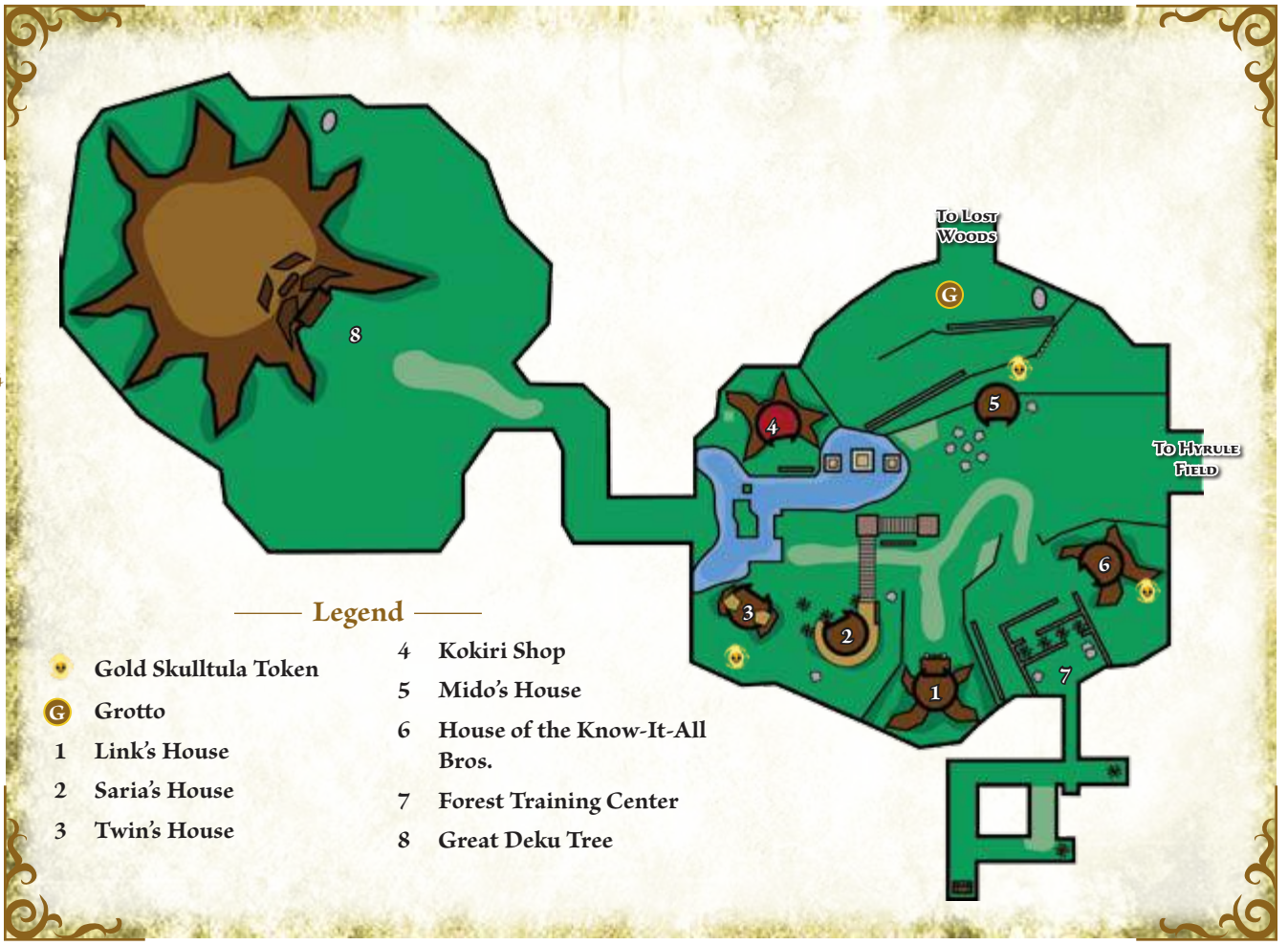
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Master Quest Overworld Maps

All of the overworld maps (such as Hyrule Field, Gerudo Valley, and Zora's River) are mirrored in the Master Quest. The architecture remains the same, as does the location of collectibles like Pieces of Heart and Gold Skulltula Tokens. They are just flipped left to right.

Explore Hyrule again in the Master Quest by using these overworld maps in conjunction with our walk-through earlier in this guide. The sequence of events and strategy remain the same, so you can refresh your memory when you need to visit the Graveyard or remember our trick for nabbing a Piece of Heart a little early from Death Mountain Crater.

Kokiri Forest



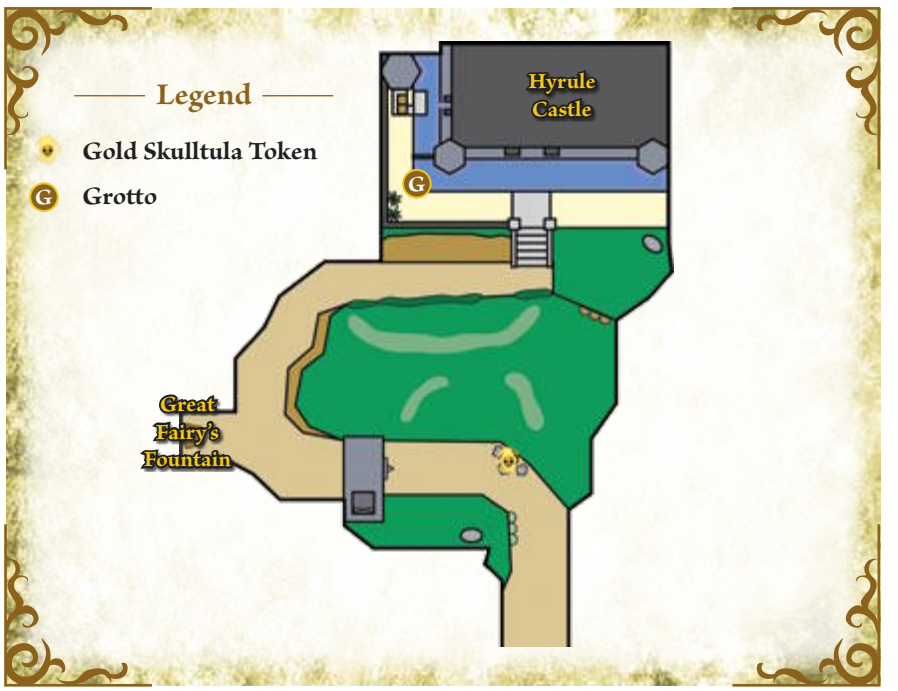
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Hyrule Field



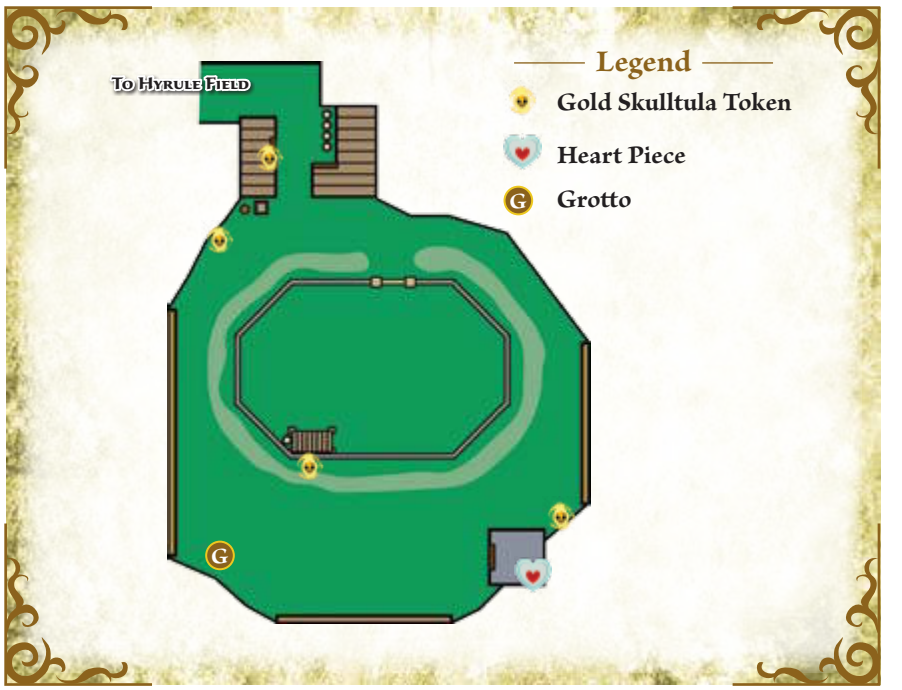
Hyrule Castle



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Desert Colossus

Lon Lon Ranch



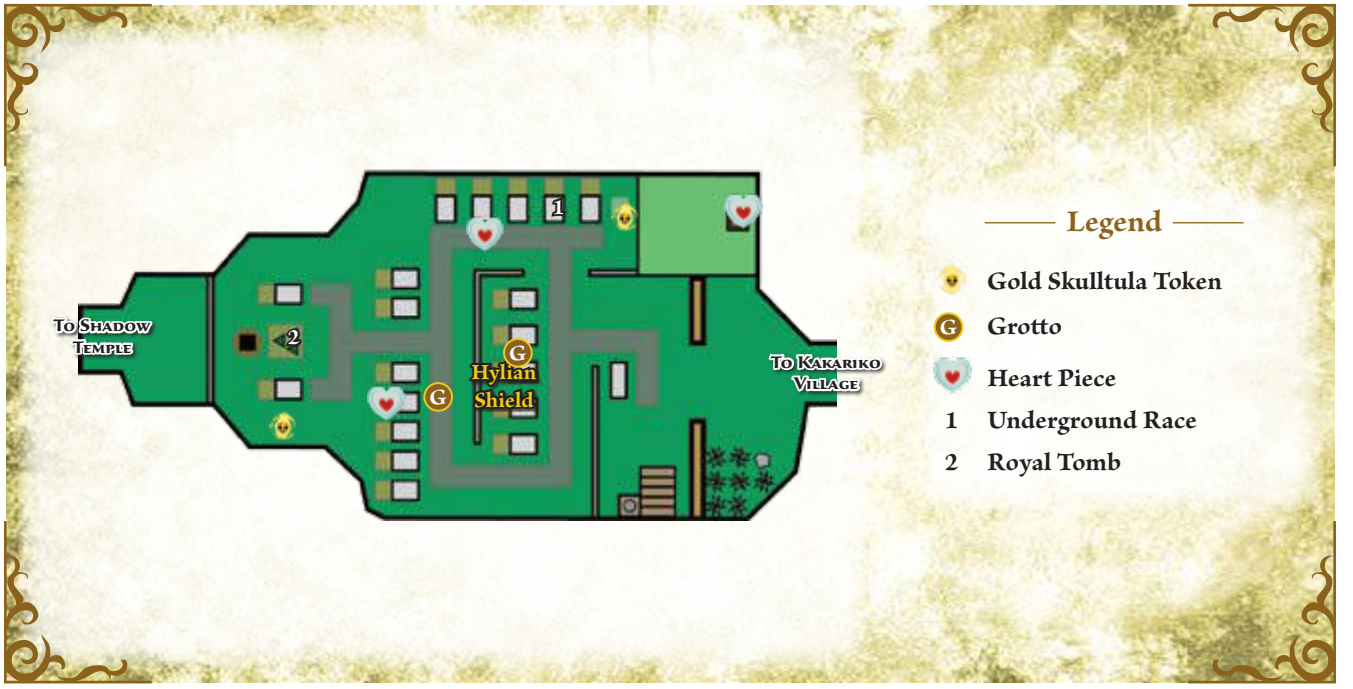
Kakariko Village



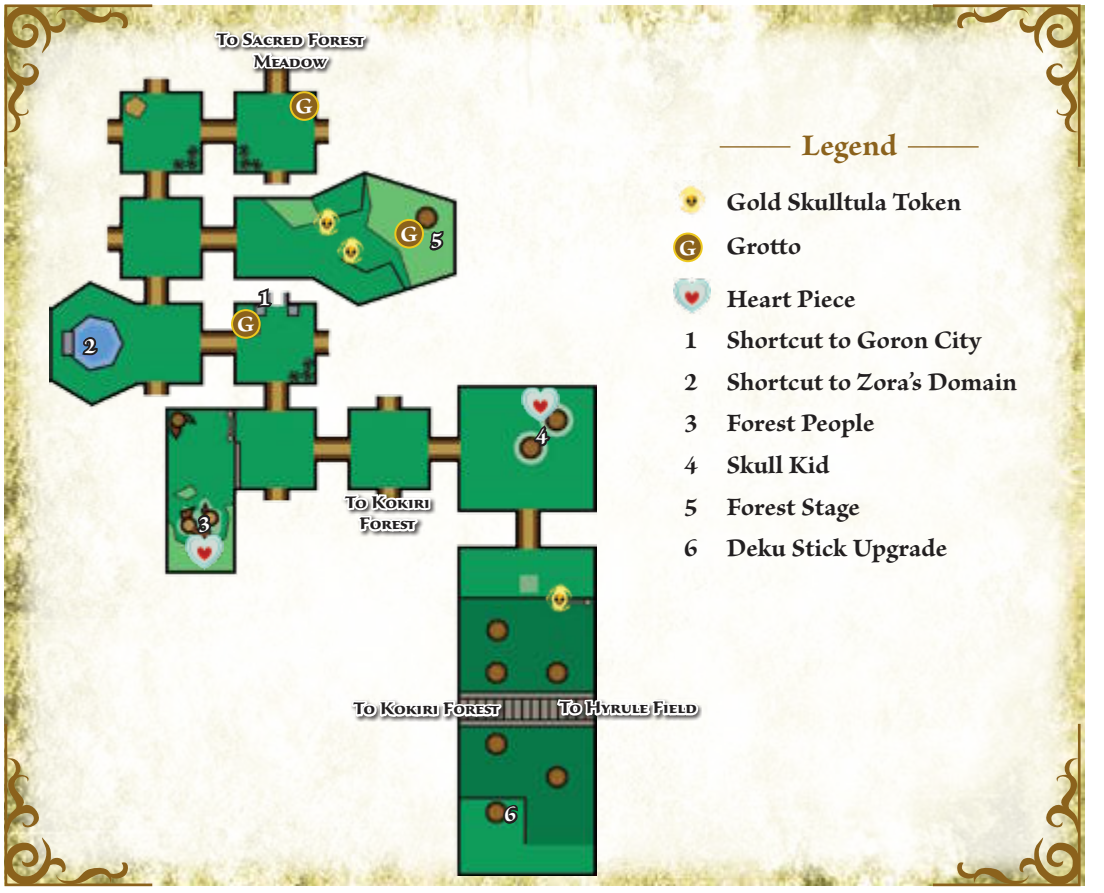
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Graveyard



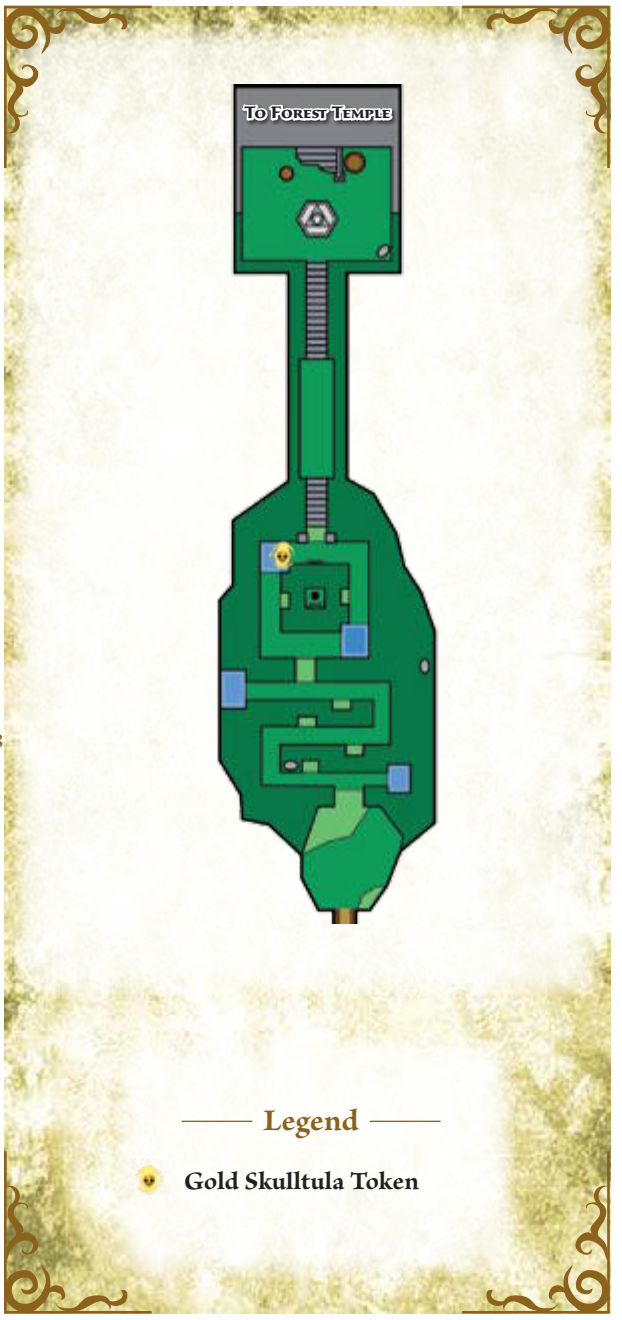
Lost Woods



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Sacred Forest Meadow



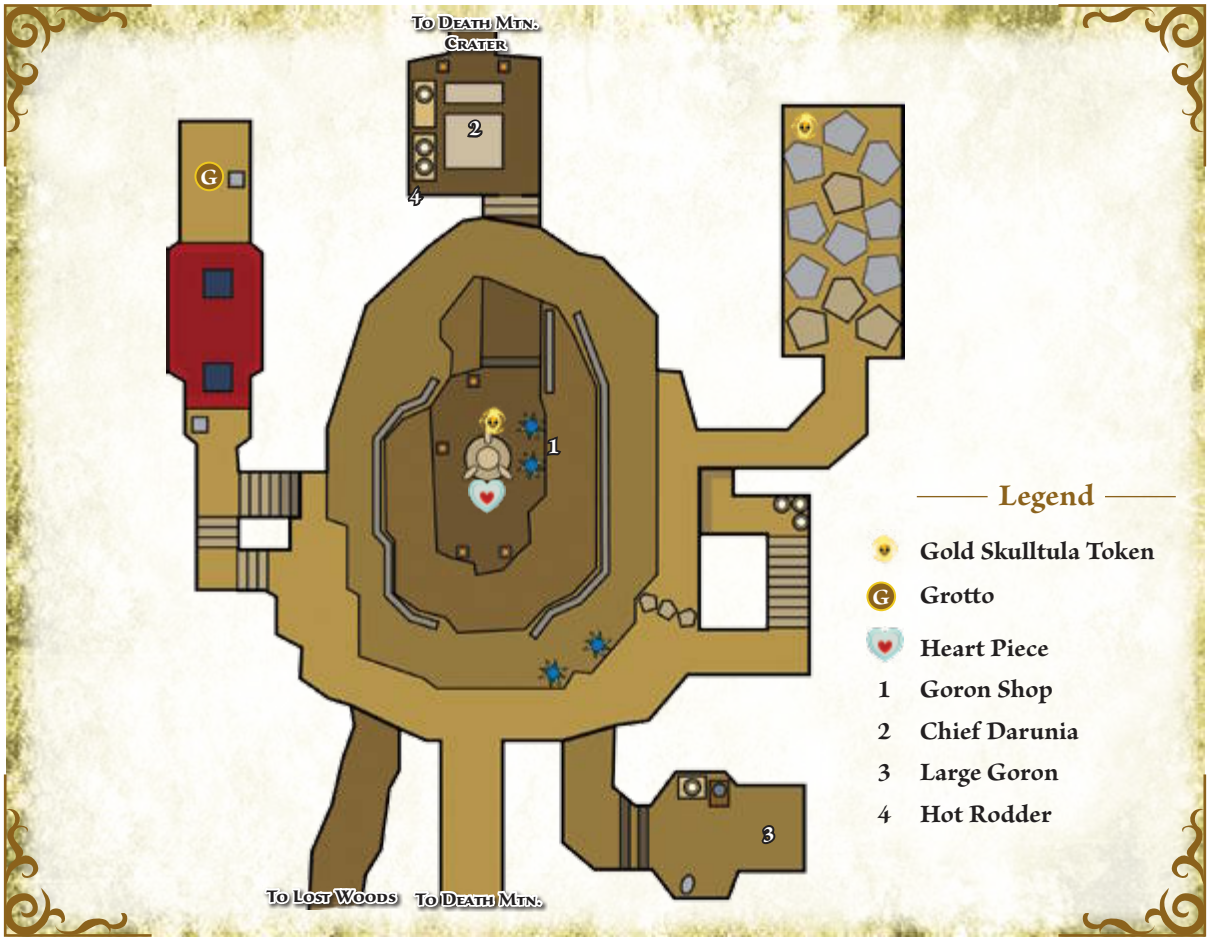
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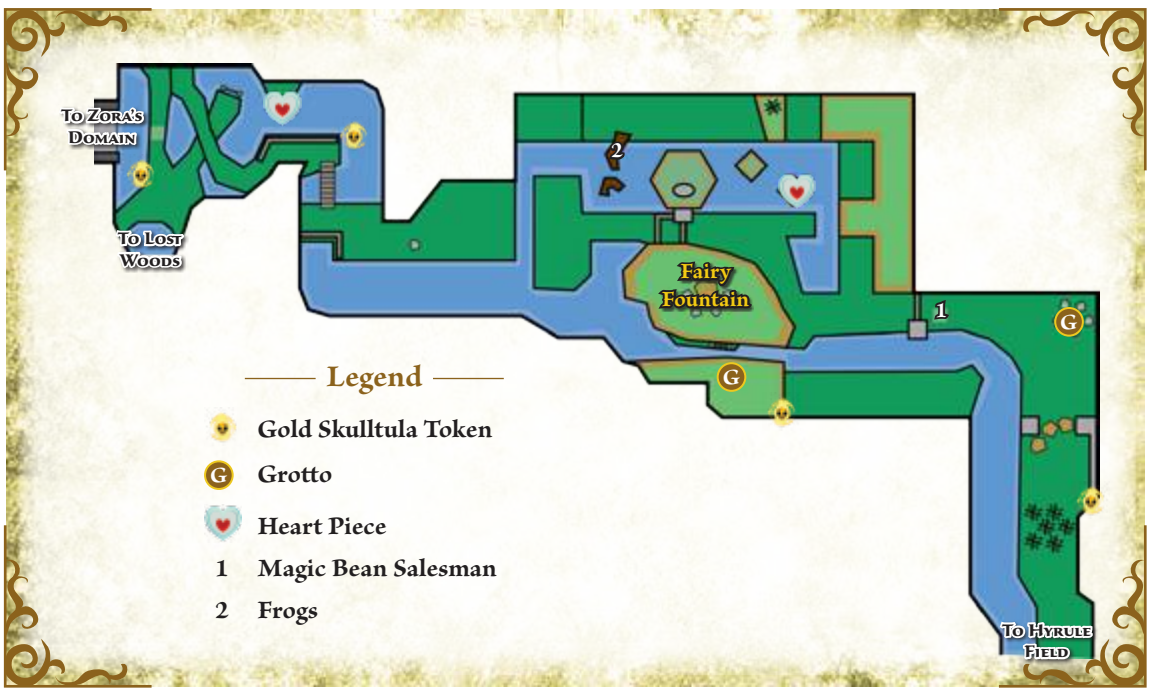
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Goron City



Zora's River



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Zora's Domain



Zora's Fountain



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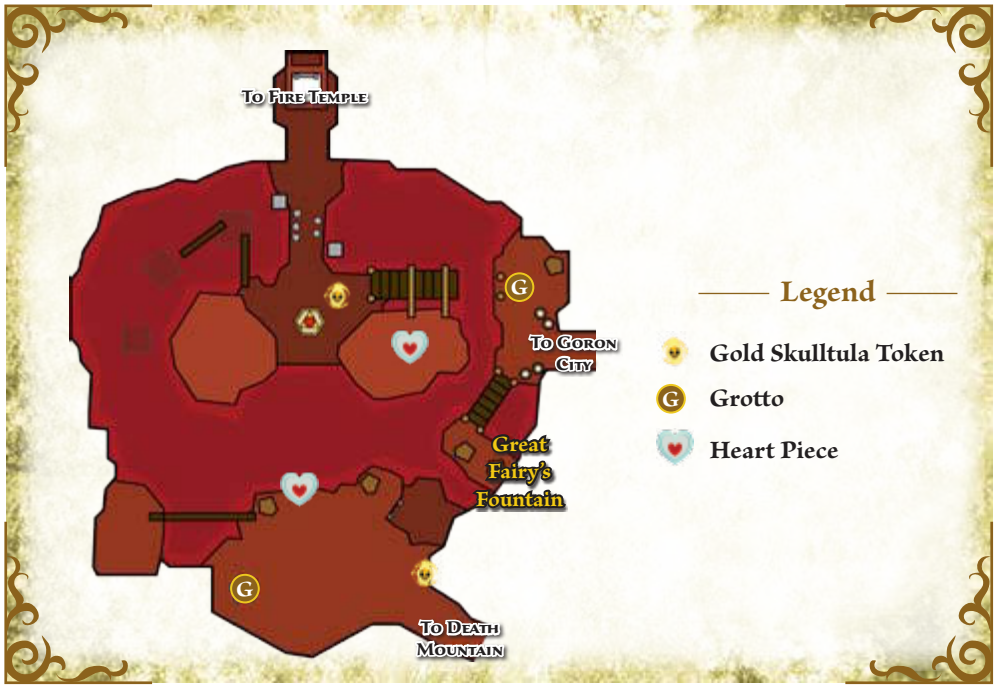
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Lake Hylia



Death Mountain Crater

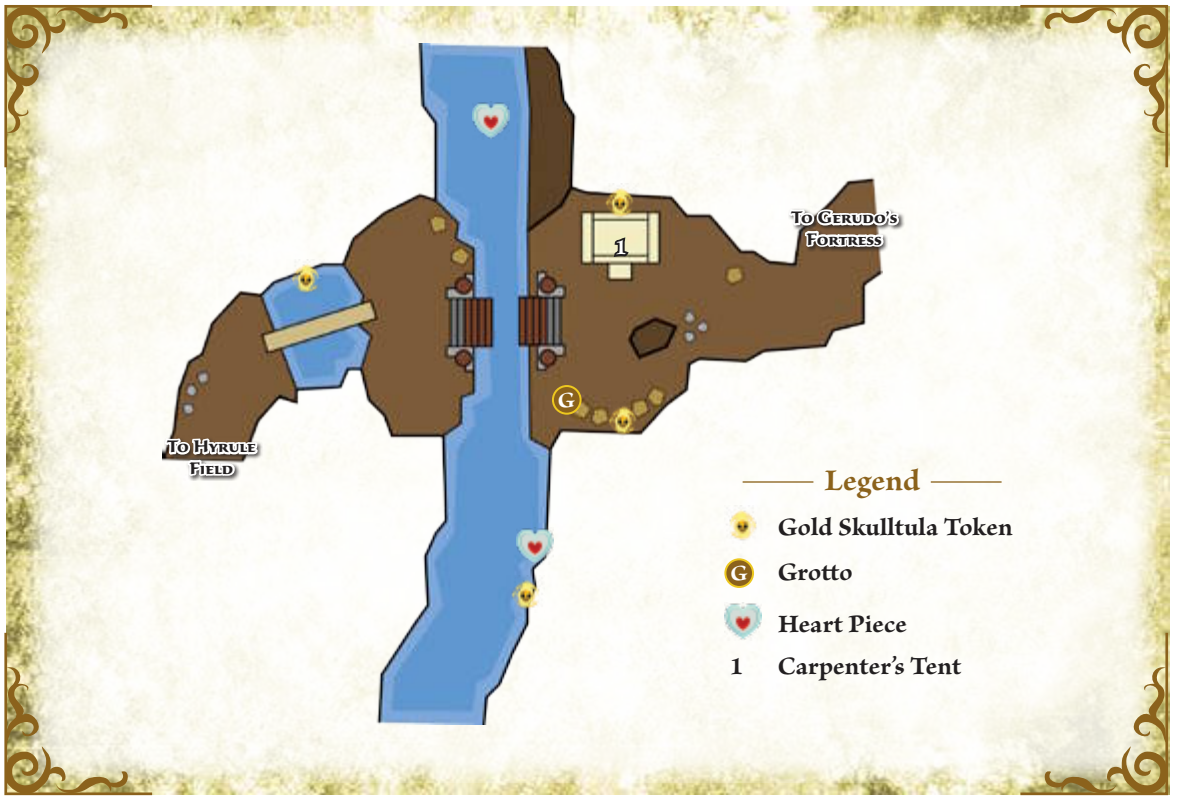


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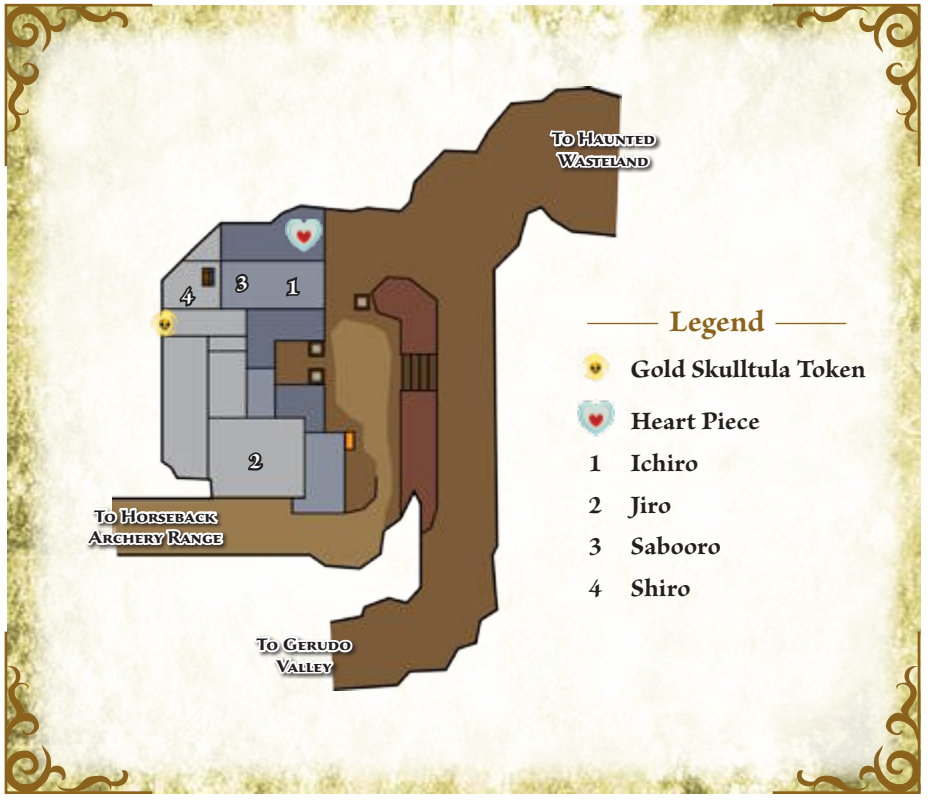
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Gerudo Valley



Gerudo's Fortress



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Haunted Wasteland



Desert Colossus



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PRIMA Official Game Guide

Written by:

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An Imprint of Random House, Inc.
3000 Lava Ridge Court, St. 100
Roseville, CA 95661
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Special thanks to the team at Nintendo: Amanda Barrera, Matthew Christie, Destiny Delgadillo, Stacy Kolden, Teresa Lillygren, Noriko Matsunaga, Samuel Montiel, Josh Newman, Jesse Nickell, Nicholas Noe, Sammy Palazzolo, Mike Rasciner, Shannon Roberts, Yugo Sato, Marissa Sipos, Sean Taylor, Kindra Timmerwilke, and Scott Willson.

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ISBN: 978-0-307-89154-9

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